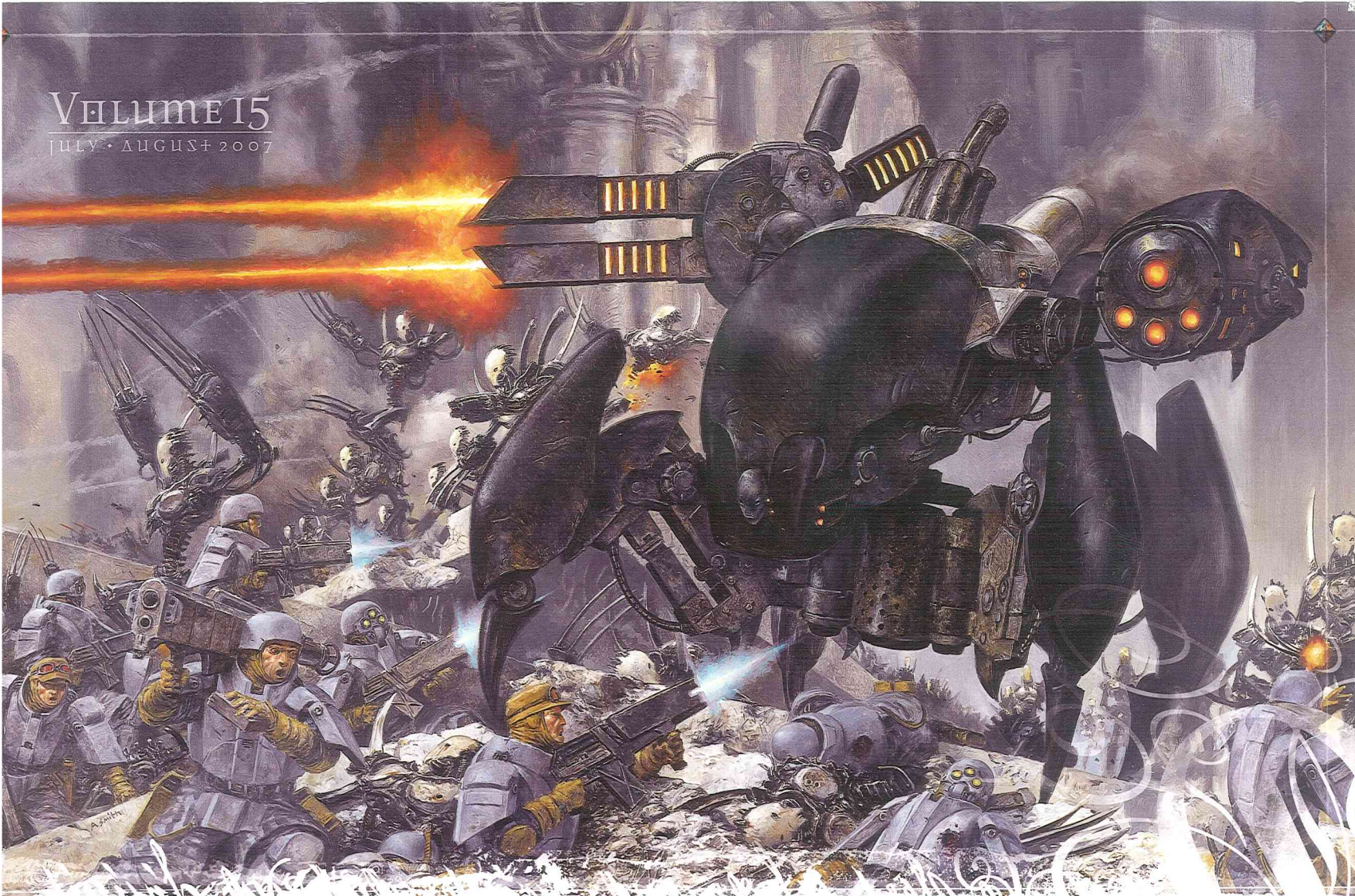


VOLUME 15

JULY • AUGUST 2007



DIRTY! HAVOC!

THE CHRONICLES OF THE WORLD OF RACKHAM



AT-43

Worldwide campaign: Enter the mechanical maze!
East Line: inside the White Stars military academy

AT-43 TACTICS

Complete rules and missions
Incarnate the Shooting Stars unit in this tactical game for 4 to 7 players

CONFRONTATION

On the front line of the Rag'narok: the dance of the Scorpion
The Drune scourges

CADWALLON

Portrait of Carrache the Bomblayer
The magical beings (familiars and elementals)

PAINTING GUIDE

AT-43: customizing the White Stars and terrain elements

5 EXCLUSIVE CARDS



This impressive picture was taken in the factory world during the heroic assault of a U.N. platoon on point Charlie. The morphs had been harassing the steel troopers for several hours, inflicting heavy losses.

The cavalry is usually said to arrive when it is all over, but the Fire Hawks were there right on time, scoring a lightning victory against the morphs and saving dozens of steel troopers.



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Universe Drune p. 33



The Thieves p. 39



Portrait: Atis-Astarte p. 44

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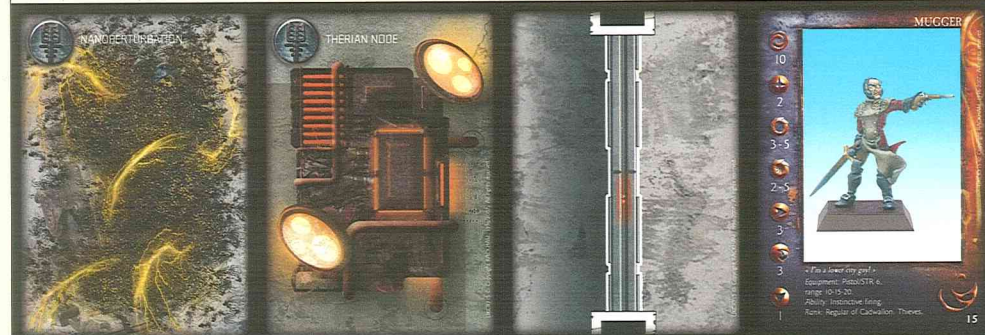
CAUTION!

Some articles in this issue mention accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

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CARDS

Nanoperturbation (AT-43)

Therian node (AT-43)

Door (AT-43)

Mugger (*Confrontation*)

Blunderbuss-wielder (*Hybrid*)

These cards may not be sold separately from *Cry Havoc*.



editorial

2007 is the year of surprises and revelations.

Each Army Book for AT-43 is there to enrich your Sci-Fi game. After the U.N.D., it is the Therians' turn to get their reference publication. And just so the U.N.D. don't feel left behind, *Cry Havoc* gives you the secrets of the White Stars' training in an article about the most prestigious U.N. military academy: East Line. As the Factory world approaches Ava, the fighting gets fiercer: Phase 2 of Operation Damacles has been launched! Find out in this issue all the detail of this worldwide campaign for AT-43, and defeat Babel's traps, as the mysterious electronic consciousness of Damacles continues to rise. Darklash is also being blown to bits by the winds of war. The military projects of the empire of the Syharhalna have been revealed: Razheem rides ahead of the great offensive on Tir-Na-Bar. Will the scorpion's sting pierce the shield of the Aegis?

Cry Havoc also offers you a brand new game made: *AT-43 Tactics*. This game is based on the rules of AT-43 but can be played without having ever played the game. You and your friends, play the role of White Stars heroes whose unit is lost behind Therian lines. Beware of devilish traps of the game leader whose only instructions are to put the intruders through hell!





CDCH 08



THE SCARECROW

1 MINIATURE AND 2 CARDS
FOR CONFRONTATION,
RAG'NAROK AND CADWALLON :
THE SCARECROW (REFERENCE
CARD), THE MASK OF SCARES
(ARTIFACT WORTH 10 A.P.).

RANK: VETERAN CHAMPION
OF CADWALLON. USURERS.
CHAMPION JESTER.
55 A.P.

RECOMMENDED
RETAIL PRICE: \$ 10.40 / 8,00 €

The Scarecrow is the most famous jester of Cadwallon, an assassin working for the guild of Usurers. He used to be an actor from Comedy Garden who once crossed the boundaries of madness and he is now unable to break from the character he used to play: the role of the cruel masked criminal. The Usurers themselves fear this extravagant and megalomaniac individual whose deathblows are always dealt with a killer punch line.

When most assassins specialize in lighting attacks, the Scarecrow takes pride in demonstrating genuine mastery of combat: INI 5, ATT/STR 5/7, DEF/RES 6/4, Ambidextrous, Assassin and Feint for only 55 A.P.! His artifact, the Mask of Scares, makes him Dreadful (FEAR 7) and forces his opponents to roll courage tests to manage to wound him.



CDMA 04



THE HARLEQUIN

1 MINIATURE AND 5 CARDS
FOR CONFRONTATION,
RAG'NAROK AND CADWALLON :
THE HARLEQUIN (REFERENCE
CARD), THE ARCANUM OF
CADWALLON (EXPLANATORY
CARD), ARCANUM I: THE
MAGICIAN, ARCANUM VIII:
JUSTICE, ARCANUM XVII: THE
STAR (ARTIFACTS AND SPELLS).

RANK: INITIATE OF
CADWALLON. 50 A.P.

RECOMMENDED
RETAIL PRICE: \$ 10.40 / 8,00 €

The Harlequin's name has been whispered in the shadows of Cadwallon for generations. For some, this masked character is a ruthless outlaw, daring and dauntless. For others, he is the avenging hand able to strike anywhere in the Free city when night comes.

The Harlequin is a colorful and versatile magician! As an Initiate of Air, Water, Fire and Earth (POW 4), he has access to a large variety of elemental and cartomancy spells. Besides, he comes with Artifact/3, Leap, Bravery and Fencer. The Harlequin comes with three prestigious arcana from the Tarot of Vanius: the Magician, Justice and the Star. Each of these arcana represents a powerful artifact and a spell of cartomancy. The Harlequin doesn't stop at impossible!



TN BO 01



THE MOLOCHS

2 MINIATURES AND 8 CARDS
FOR CONFRONTATION,
RAG'NAROK AND CADWALLON:
FAMISHED MOLOCH, WARLIKE
MOLOCH, DEATH BRINGER
MOLOCH, PLAGUE-STRICKEN
MOLOCH (REFERENCES
CARDS), THE FAMISHED
MOLOCHS, THE WARLIKE
MOLOCHS, THE DEATH
BRINGER MOLOCHS, THE
PLAGUE-STRICKEN MOLOCHS
(EXPLANATORY CARDS).

RANK: DARKNESS INITIATE.
IMMORTAL OF DARKNESS.
90 A.P.

RECOMMENDED
RETAIL PRICE:
\$ 52.00 / 40,00 €

To secure his victory against the Concord of the Eagle, the necromancer Asura de Sarlath subjected swarms of molochs. After the horrifying battle, the demons freed themselves from the grasp of Acheron and scattered across Aarklash. They have now joined the peoples of Darkness suiting their nature best. The mystics of Aarklash know that in the blackened hearts of the molochs slumbers a power capable of changing the face of the Rag'narok. These immortals are natural masters of typhonism. They are only able to free the whole extent of their power at the cost of extremely painful efforts. But the more there are, the easier it is to summon their devastating powers.

The molochs are great winged demons (Flight, MOV 15/15). They combine excellent combat characteristics (ATT/STR 5/10, FEAR 8) and an innate mastery of the dark lore (Initiate of Darkness/Typhonism, POW 3). The four types of molochs (death bringer, famished, plague-stricken and warlike) are as many faces of the ultimate battle. Deploying the demonic foursome allows each moloch to use his special capacity with more ease. The molochs also have the ability "Alliance/Meanders of Darkness" allowing them to join any army of Darkness.





CYFR 05



CYNWÄLL PULSAR

1 MINIATURE AND 1 CARD FOR CONFRONTATION, RAG'NAROK AND CADWALLON:
CYNWÄLL PULSAR (REFERENCE CARD)

RANK: CYNWÄLL ELITE. 55 A.P.

RECOMMENDED
RETAIL PRICE: \$ 19.50 / 15,00 €

With the progress of the Legacy of the Elders, the Cynwäll are able to build or repair a lot more constructs. Besides the other killing machines such as the quasar, the army of Lanever can now deploy swift and mobile constructs destined to carry out lightning attacks: the pulsar. Equipped with matchless propulsion systems, this tireless warrior harasses the Dragons' enemies without mercy.

The Cynwäll pulsar is a mobile and deadly fighter: mobile thanks to its high Movement (MOU 15); deadly because of the combination of ATT/STR 6/9, Charging strength/12 and Sequence/1. It also has the ability "Implacable/1" allowing you to get the best out of it. Its equipment should not be disregarded: the Cynwäll pulsar carries all the equipments that can be targeted by the spells of Cynwäll magicians!

The angels are the servants of the many gods of Light. Traditionally used as messengers, their appearance used to be considered as a good omen. However, since the Rag'narok has begun, the angels are not so rare anymore: summoned to protect the pure hearted faithful and bring death in the name of Light, they are an army ready to fall upon Aarklash.

The angels of Light are Immortals with Cure/5. But they are well able to fight thanks to Flight, INI 3, ATT/STR 3/5, DEF/RES 2/4. With the miracle provided, the faithful of the armies of Light can summon these precious allies!



ELLU 03



ANGELS OF LIGHT

3 MINIATURES AND 2 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON.

RANK: IMMORTAL OF LIGHT
REGULAR. 18 A.P.



RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €



LICH 06



DANIL THE VALIANT

1 MINIATURE AND 3 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON.

RANK: LION ELITE CHAMPION.
100 A.P.

RECOMMENDED
RETAIL PRICE: \$ 13.00 / 10,00 €

As a young paladin, Danil was incarnated during the battle of Tenseth. Isolated from the rest of the troops of Light, he fell upon a group of clone servants, as lost and in danger as he was. Although they were servants of Darkness, Danil understood that Light did not make these kinds of distinction, and he escorted them back to his encampment, where they were cured and cared for. When Danil met these clones again quite a long time had gone by. They made him the gift of a Scorpion ornament, a mask they had modified to become the paladin's shoulder pad.

Danil the Valiant is a champion paladin. Like all the members of his cast, Danil is a fearless hero who fights to see the triumph of Light. With righteous, ATT/STR 7/8 and a sacred weapon, he has an excellent offensive potential and he can fight even the most horrible creatures without fear. Resolution/2 and Cure/4 give him the opportunity to adapt to any situation and to heal himself in between fights. His artifacts are those of a paladin: thanks to Goodness, he heals the fighters on his side surrounding him. Sternness, his sword gives him Implacable/2 and doubles his pursuit movement distance.

Vijkhal is the chief of the tribe of the Behemoth. This warrior of stone, armed with the Scythe of the howlers, has made it through a thousand battles where his warriors fought the hordes of Acheron or the regiments of the Lion. His bravery and his martial skills are legendary. Under his command, the tribe could well follow this wise and powerful warrior into the limbos...and make it back!

Vijkhal, presented with the story and the rules of the tribe of the Behemoth in the Cry Havoc vol.2, is now available! Discover or rediscover this exceptional warrior (INI 5, ATT/STR 7/10, DEF/RES 6/10, DIS 5, Bravery, Leadership/10, etc.) wielding the Scythe of the howlers, his artifact that gives him Born killer!



ORCH 06



VIJKHAL THE BRAVE

1 MINIATURE AND 3 CARDS FOR CONFRONTATION, RAG'NAROK AND CADWALLON:
VIJKHAL THE BRAVE (REFERENCE CARD), THE WARRIORS OF STONE (EXPLANATORY CARD), THE SCYTHE OF THE HOWLERS (ARTIFACT WITH 15 A.P.).

RANK: ORC ELITE CHAMPION.
TRIBE OF THE BEHEMOTH.
130 A.P.

RECOMMENDED
RETAIL PRICE: \$ 15.60 / 12,00 €

ATTACHMENT BOX: SPETSNAZ KOMMANDOS

RED BLOK



"Got doubts? Stick it with your combat knife.
If that's not enough, shove a rocket into it."
— Advice given to the spetsnaz kommandos in training.

There is nothing better than a good officer to change the course of battle. It's all for the best then: the spetsnaz officers are some of the best ever trained throughout the galaxy. An iron grip in a gauntlet of steel; these exceptional soldiers lead their men from one victory to the next...

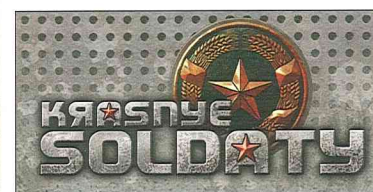
THIS BOX CONTAINS:
6 MINIATURE AND 7 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

RBEL 02

ATTACHMENT BOX: KRASNYYE SOLDATY

RED BLOK



"In a situation where you haven't been issued orders,
find something worth destroying and shoot."
— Popular krasny soldat saying.

If the krasny soldat is the soul of the Revolutionary forces, its officers are its strength. They lead their men with an iron grip. This way they obtain a level obedience that owes them the respect of all the armed forces in the universe. They have all followed a leadership training course, the degree of which is determined by their rank.

THIS BOX CONTAINS:
6 MINIATURES AND 7 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

RBRE 02

UNIT BOX: KOSSAK

RED BLOK



RBC2 01

Despite the fact it was first designed back in AT-01, this type 2 armored fighting vehicle still demonstrates the classic efficiency of revolutionary armament day in, day out. No other symbol has ever carried collective values with such grandeur: just like the Revolution, a marching Kossak is unstoppable. Its armor is a reflection of revolutionary heart, nothing can pierce it except comradeship and love for the motherland. Those are the reasons why the Kossak is the icon of the Revolution!

THIS BOX CONTAINS:

A UNIT OF 1 MINIATURE, A CONTAINER
AND 2 REFERENCE CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 40.00 / 40 €

UNIT BOX: DEATH DEALER TACARMS

U.N.A.



UNTA 03

"Home delivery day and night, 24/7. You want the best, call us. Say it loud, anywhere, anytime."
- Text at the back of the "ace of spades" calling card of the 4th platoon, 3rd mechanized infantry battalion (death dealer TacArms).

The death dealer TacArms are very rare machines, deployed for precise missions and strictly dedicated to antipersonnel combat. For the enemies of the U.N.A., their emblem is a sign of death itself.

THIS BOX CONTAINS:

A UNIT OF 3 MINIATURES, 2 REFERENCE CARDS
FOR AT-43 AND 3 COLLECTOR CARDS.

RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

LORD OF CARNAGE



The lords of carnage are half elf warrior mages whose profile was inspired by the "Revelations of Vile-Tis" card pack. Ambidextrous, Scouts and with POW 2, they now master Darkness and the path of Howls. Their special capacity, modified and simplified, allows them to increase the INI, the ATT, the DEF or the STR of the devourers accompanying them. This miniature comes with two spells for the path of Howls: Carnage increases the Strength of the beneficiary and Rage of the Hyena gives extra combat dice to the magician. (40 A.P.)



PHIDIAS SENESCHAL OF HOD (SECOND INCARNATION)



Phidias de Basarac, champion of the lodge of Hod, is back with a new sculpture and a new reference profile! With Ambidextrous, Master strike/4, Righteous and Scourge/Aberration prime, and more, he is part of the pantheon of the greatest champions of the game. Phidias comes with the Sword of the Basaracs, a sacred weapon that allows him to be played both as a griffin or as a Lion. (115 A.P.)

THE CHIMERA

The Chimera is the messenger of Light, an immortal who protects Aarklash from Darkness and encourages humanity to better itself. Allied to the Lions of Alahan since the origins of the kingdom, she has taught them the secrets of her extraordinary magical powers and brought out the virtue in them.

Abilities: Loved by the gods. Brutish charge. War cry/10. Leap. Warrior mage. Rallying cry. Enormous. Spirit of Light. Immortal of Light/1. Virtuoso of Light/Hermetism, circæus.
Rank: Virtuoso of the Lion. (500 A.P.)

-  20
-  8
-  14-16
-  10-14
-  -
-  15
-  6
-  10

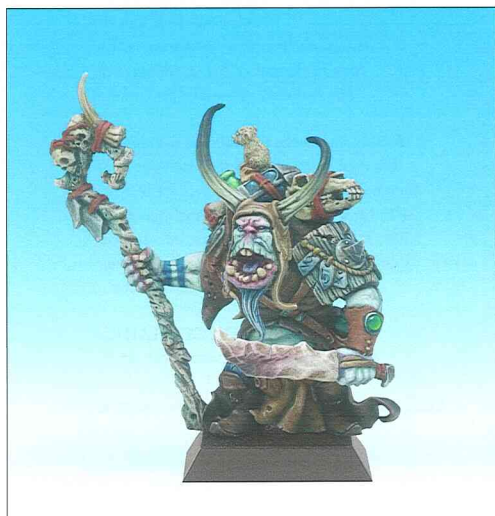
BÂL-TORG THE ELDER (SECOND INCARNATION)

Bâl-Torg has once again joined the armies of Tir-Nâ-Bor with a new sculpture and a new reference profile! Now an adept of Earth and Fire (POW 5, tellurism and druidism), he walks into battle carrying many potions, with nothing less than Artifact/4! Bâl-Torg comes with a revised version of the Gladius of alphax, as well as a new Potion of Hyffaid that gives Mutagenic/-1 to Tir-Nâ-Bor Characters. Finally he also comes with Secret of Bâl-Torg, his reserved spell, that makes the effects of potions permanent. (52 A.P.)



OPHIDIAN ASP

The asps, the poisoned daggers of the Ophidian cause, come with Assassin, Consciousness, Possessed and Toxic/Special. Their Toxic value corresponds to the highest value found among the other Ophidian fighters of the army. Call upon these damned souls once the mêlée is engaged, to quickly eliminate the enemy's key pieces! (32 A.P.)



MYSTIC OF THE BEHEMOTH

Discovered in *Cry Havoc* vol.2, the mystics join the army of the Behemoth! Thanks to their connection with the spirit of the spirit of the mountain, they get a free extra incantation die each time they cast a spell. The miniature comes with two spells: Skin of the Behemoth, which increases the beneficiary's Resilience, and Heel of stone, which lowers the target's Defense to 0. (28 A.P.)

KURUJAI, DAÏKINEE ARCHER

The Daïkinee elves are certainly not the most impressive fighters on the continent. However, when ever they appear, their enemies cannot repress a feeling of fearful respect. In fact very few armies can claim to have archers as deadly them. Kurujaï, the Daïkinee champion archer and loyal friend of Shaenre the magician, requested from the young king of Quithayran to be allowed to accompany the emerald army into battle. At a time when Aarklash is being sucked into the Rag'narok, his feats of arms inspire all the Daïkinee archers, bringing back hope to the fairy court.

Abilities: Regeneration/5. Blood's brother/Shænre. Instinctive firing.

Rank: Daïkinee regular champion. (45 A.P.)



- 12,5
- 5
- 4-4
- 4-6
- 5
- 4
- 2



UNIT BOX: DRAGONOV KOMMANDOS

RED BLOK



RBEL 03

"Aim for the head!"
– dragonov kommando motto.

The dragonov kommandos are the elite of the Revolutionary forces of the Red Blok. They have no other speciality than excellence. They are deployed both to inspire the troops and to carry out the most dangerous missions.

THIS BOX CONTAINS:
A UNIT OF 6 MINIATURES
AND 3 CARDS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 25.00 / 25,00 €

ATTACHMENT BOX: DRAGONOV KOMMANDOS

RED BLOK



RBEL 04

"Sarge, all we've left is twenty two bullets per man!"
"That's more than enough, there's only a hundred of them."
– Captain Borodine addressing the four survivors of his squad during the counter offensive on Hades.

Battles are won by the courage and skills of the men, as much as by the intelligence of their commanders. The dragonov are lethally skilful and their officers are lethally cunning. Born from iron and steel, these exceptional soldiers summon death in person upon their enemies, and she is one faithful ally...

THIS BOX CONTAINS:
6 MINIATURES AND 7 CARDS FOR AT-43.

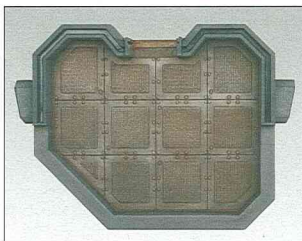
RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €

ACCESSORY BOX: EXPANSION SET 04

ACCESSORIES AT-43



ATAC 04



The accessories from this box will allow you to represent a battlefield and its strategic positions, its covers and terrain. Ideal to stage the futuristic battles of AT-43, they are perfectly suited for any science fiction game.

THIS BOX CONTAINS:

1 BUNKER AND 2 HIGH WALLS FOR AT-43.

RECOMMENDED RETAIL PRICE: \$ 25.00 / 25,00 €

HERO BOX: CAPTAIN VRACHOV

RED BLOK



RBCH 01

Captain Pavel Vrachov is a genuine revolutionary idealist, full on convictions and humanity. Vrachov began his career as a medic. He never stopped being a doctor, even when he became a pilot. He would never leave a wounded comrade without care: he was even been spotted once climbing out of his Kossak to tend a soldier, breaching all military rules.

Captain Vrachov is an officer and a hero of the Revolutionary forces. On foot, he can take the lead of a krasny soldat unit while serving as an extra medic. Aboard KK5, his personal Kossak, he benefits from the power of a combat strider and can still heal infantry fighters in contact. Destroying his strider is not enough: he ejects himself and his miniature on foot is deployed to keep on fighting!

THIS BOX CONTAINS:

1 MINIATURE AND 2 CARDS FOR AT-43.

RECOMMENDED RETAIL

PRICE: \$ 15.00 / 15,00 €

UNIT BOX: SPETSNAZT KOLOSSUS

RED BLOK



RBTA 01



The spetsnazt kolossus are legendary units. Each step taken by a spetsnazt kolossus reinforces the superiority of the Red Blok's ideas. Each shot that does not fall a spetsnazt kolossus weakens the trust of the shackled masses have in the blinding tyrannies they live in. For those who refuse to open their eyes, a fire storm blown by the flamers will take care of passing on the revolutionary message.

This Unit Box contains a unit of three spetsnazt kolossus, including two standard spetsnazt kolossus and a spetsnazt kolossus leader, each equipped with two flamers. One of them can be promoted sergeant.

A spetsnazt kolossus can easily withstand machine gun fire and make its way through the densest artillery barrage. These steady giants are deployed as anti-personnel units. Scratching off the paint is the best light fire weapons can do to them.

THIS BOX CONTAINS:

A UNIT OF 6 MINIATURES
AND 3 CARDS FOR AT-43.

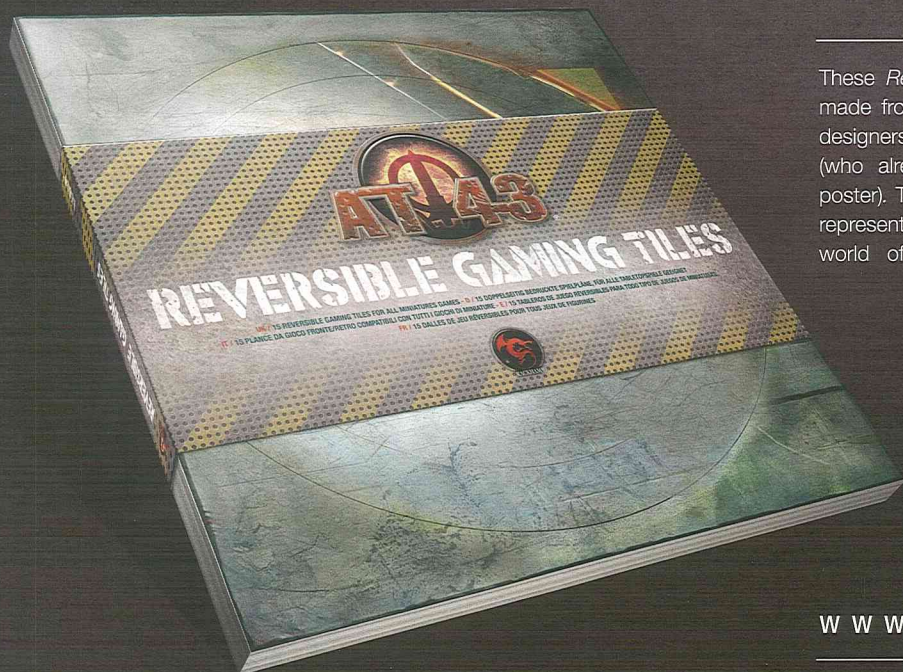
RECOMMENDED RETAIL PRICE: \$ 30.00 / 30,00 €





NO ONE ESCAPES WAR!

REVERSIBLE GAMING TILES



These *Reversible Gaming Tiles* were made from the plans handed by the designers of AT-43 to Nicolas Fructus (who already illustrated the gaming poster). This set of **15 reversible tiles** represents the inside of the factory world of Damocles: open spaces,

networks of corridors, mysterious rooms... With these tiles, compatible with the gaming poster available in the *Initiation Set: Operation Damocles* and in the *Accessory Box ATAC02*, no two games of AT-43 will be the same!

Size of the tiles: 30 x 30 cm.



RACKHAM®

www.rackham.fr www.at-43.com

CONFRONTATION: THE AGE OF THE RAG'NAROK



Units, an activation sequence more than ever at the heart of the game, a more intuitive management of magic and faith, Incarnates worthy of their strategic value, new troops, tactics, several game modes for the activation sequence, exclusive scenarios... While the game rules are available to download at www.confrontation.fr, *Cry Havoc* gives you the main principles of a game round in the new edition of *Confrontation*.

I – TACTICAL PHASE

During the tactical phase, the players plan their actions for the round that has just begun. They perform the following actions in the order given below.

I.1. BUILDING THE ACTIVATION SEQUENCE

The activation sequence represents the order in which the units will be played. There are several methods that can be used to build it, each one corresponding to a different difficulty level. Choose the one that best suits your gaming style or to set the level of tactical complexity you want for the game.

I.2. AUTHORITY TEST

The players test the Authority – the new characteristic that replaces Discipline – of their commanders. They each roll a die and add the Authority of their commander to the outcome. Some Characters get an extra die. The player with the highest result wins the Authority test.

I.3. RALLYING

Some units might be in rout following a fight against frightening enemies or after a mêlée where the enemy outnumbered them.

To rally their units, each player rolls a Courage/Fear (3) test for each unit he has in rout. The value used is the highest among the fighters of the unit. Units that succeed this test are no longer in rout, those that fail this test remain in rout.

2 – ACTIVATION PHASE

Upon its activation, a unit can perform one of the following actions: walk; walk and/or attack from range and/or trigger a mystic action (in any order chosen by the player); run; attack an engaged unit without moving any miniature; assault. It is also possible to choose to do nothing, but the unit is still considered to have been activated.

Once the selected action has been resolved, the first player hands the lead to the player to his left, who becomes the active player. The activation phase ends when each player has revealed his entire activation sequence.

2.1. UNIT RANGED ATTACK

A unit can attack from range if at least one of its fighters has ranged combat characteristics and if the unit is not engaged.

All the marksmen of the unit who have the same profile shoot simultaneously at the same target; marksmen who have different profiles shoot in different salvos.

Each salvo is resolved using the following steps:

- 1/ Choice of the target and the marksmen
- 2/ Measuring the range
- 3/ Ranged attack test
- 4/ Strength test
- 5/ Removal of losses

The player can choose in which order the salvos are resolved. It is possible to decide not to attack with a certain type of marksman.

2.2. COMBAT

Each combat is resolved when a unit engages an enemy unit after its movement or when an already engaged unit that chooses not to move is activated. The fighters from both sides form a **mêlée**, inside which the active unit hacks its enemies to pieces in hand to hand combat. The latter will be able to retaliate during their next activation...if they survive.

The **mêlée** is split into several **combats**. Each combat opposes two profiles of fighters: an **attacker** profile from the active unit and a **defender** profile from the enemy unit.

The active player chooses the order in which the fighters of this unit resolve their combats.

- A fighter can only fight the enemies in contact with his base or his miniature;
- A fighter can be caught in several successive combats if he is in contact with enemies with different profiles. In this case, his combat dice are split between the various combats he takes part in.

TACTICS

During their training, the warriors of the Rag'narok are trained in deadly martial tactics. In game terms, tactics allow the players to make tactical choices that increase the possibilities open to their units. Each unit can use one tactic per round.

Each combat is solved by performing the following steps in order:

- 1/ Choice of weapon
- 2/ Hand to hand attack test
- 3/ Strength test
- 4/ Removal of losses

3 – CONTROL PHASE

Each player determines which objectives he controls and draws from these the Elixir essential to his Incarnates. He performs the following steps in order:

- 1/ Calculation of faith points and mana points
- 2/ Maintenance of effects
- 3/ Collection of Elixir
- 4/ Time out

The player who has won the Authority test resolves the control phase first. The round ends with this phase.

Over the summer, the Studio will be uploading new profiles to the website for the other armies of the Rag'narok. The forces of the Scorpions of Syharhalna and the Tree Spirit will have reached your *Confrontation: the Age of the Rag'narok* tables by late July.

The profiles for the other armies will all be available online before this new edition is released. So, *Confrontation: the Age of the Rag'narok* will be the only game to take place on Arklash for the 2008 tournament season.

All the fighters of the Rag'narok will then be ready for war!

ELIXIR

Each company has a pool of Elixir points, represented with markers. At the beginning of the game, most of the time, this pool is equal to 0. During a game this pool increases when battle objectives are controlled or fulfilled by the company. This reserve also increases or dwindles depending on the actions of Incarnates.

WAR PAINTS

AT-43: the Rulebook HAS BEEN OUT FOR A WHILE NOW. IT IS HIGH TIME TO DEDICATE AN ENTIRE WORKSHOP ARTICLE TO *AT-43*!

ALTHOUGH THE MINIATURES AND THE TERRAIN ELEMENTS OF *AT-43* ARE SOLD ASSEMBLED AND PAINTED, IT IS VERY EASY TO ADD YOUR PERSONAL TOUCH OR CREATE A BRAND NEW COLOR PATTERN.

HERE ARE A FEW IDEAS TO CUSTOMIZE YOUR U.N. TROOPS, AND ALSO YOUR LOW WALLS AND CONTAINERS.

STEEL TROOPER

Preparation

The first thing to do is prepare the miniature(s) that you want to customize. There might be some mold lines that need to be scraped off here and there. The painting will be damaged of course, but it will not have any consequences on what follows. If the purpose is a complete change of the miniature's color pattern it is not necessary to remove the paint (in fact, it would damage the miniature). The factory painting constitutes an excellent starting point that can be easily modified. However, experienced painters who do not want to use this base will need to prime the miniature on top of the factory painting. The two alternative patterns presented here are the result of both techniques.

The green steel trooper has been customized directly from the factory painting while the blue steel trooper was primed before being customized.



Customization

The factory painting is more or less a base followed by a wash. So the color resulting from these two stages needs to be reproduced where the mold line was scraped off.

A custom job consists of stressing details, cleaning any possible smudge and highlighting on top of the wash. It is then possible to repaint the weapons in NMM (Non Metallic Metal, a technique of giving the look of metal without actually using metallic paints) and push the details to the max (unit marking, dirt, wear, etc.).

Classic Steel trooper

A mix of *Steel gray* and *Kallienne yellow* is applied to the armor plates. A touch of *Accursed black* is then added to the mix to create a wash that produces darker shadows. The first mix of *Steel gray* and *Kallienne yellow* is used to highlight the armor plates, to add some emphasis to them.

As for the khaki uniform, a mix of *Accursed black* and *Kallienne yellow* is used to clearly re-define the areas where the painting of the armor might have been smudged. It is notably the case around the feet.



Blue Steel trooper

The armor plates are base coated in *Abyssal blue* and progressively lightened until the mix is pure *Ephren blue*. The uniform is painted *Gray of darkness*. A gradation is then produced to reach *Ephren blue*, and continued to reach *Sharp grey*. The gloves are stressed by adding some *Elven flesh* to the final highlighting.

Green Steel trooper

The armor plates and the uniform are done in almost the same way. A thick wash of *Chitin green* is added on top of the factory painting. *Accursed black* is left by transparency in the shadows. More *Chitin green* is applied and graded till *Mutant flesh*. For the uniform, *Abyssal blue* is added on top of the *Accursed black* in the shadows.

Common elements

The skin is painted *Chitin green* and is followed by a *Soil of Avagddu* wash. Go back over it with *Tanned skin*, a gradation is painted till *Craggy skin* and then till *Pearly flesh*.

The triple lenses are worked using *Chitin green*, and brought to reach *Alchemical yellow*.



Δ few useful colors



The weapons are painted in NMM. Starting with a black base, a gradation is then done in several steps to reach *Gray of darkness*, *Sharp gray* and finally *Eternal white*.

The end of the weapon gets an *Arcavia red* and *Rackham red* glaze directly over the black layer.

To finish the work, touches of rust can be added to the armor. The magic formula for this is *Natural leather* and *Merin's fire*, applied in successive glazes in the hollow parts of the armor. This mix can also be used on bases, low walls and containers.

Identification

In the dark corridors of Damocles, a U.N. officer needs to be able to identify the units under his command. The military use markings to clearly identify the chain of command and the various platoons. The proper customization of your steel troopers will require these additional markings. Besides a touch of realism, the interest is both aesthetical and fun: these markings will make your miniatures stand out not only on the shelf but also on the gaming table.

This operation can be done by hand or by using transfers. In the second case, dry transfers are preferred. These can be found in any military modeling store; the font used will then be most adequate (Stencil fonts are widely used by contemporary military forces).

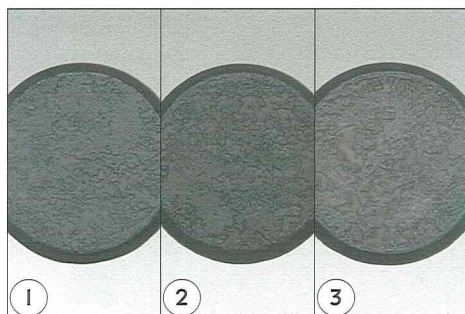


To apply these transfers, the letters and or the numbers chosen are cut out and carefully rubbed onto the miniature using a smooth pointed object. A paintbrush's handle will usually do the trick.

Wear and rust can be added once the transfers have been applied. The transfer can be scratched using the tip of a modeling knife*, and partially covered with the color used on the armor or by a rusty glaze.

Base

Finally, the base is customized. It is first coated in *Gray of darkness* before a wash of *Accursed black* is applied. Small *Natural leather* and *Merin's fire* (the magic mix) washes are left here and there as weathering. Some *Gray of darkness* is dry brushed on, followed by *Sharp gray* highlights. Markings can also be added to the base to mimic the industrial environment of Damocles. The techniques used for this are the same as for the armor.



+TERRAIN ELEMENTS

Low walls

The low walls can be worked in thousands of different ways. Starting from the original paint job, these terrain elements can become spectacular very quickly. They might be damaged with various impacts, covered in U.N. markings and/or smeared in traces of rust.

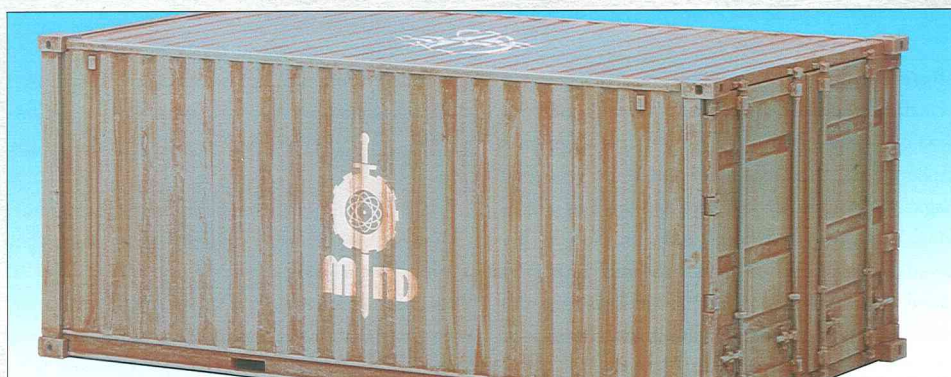
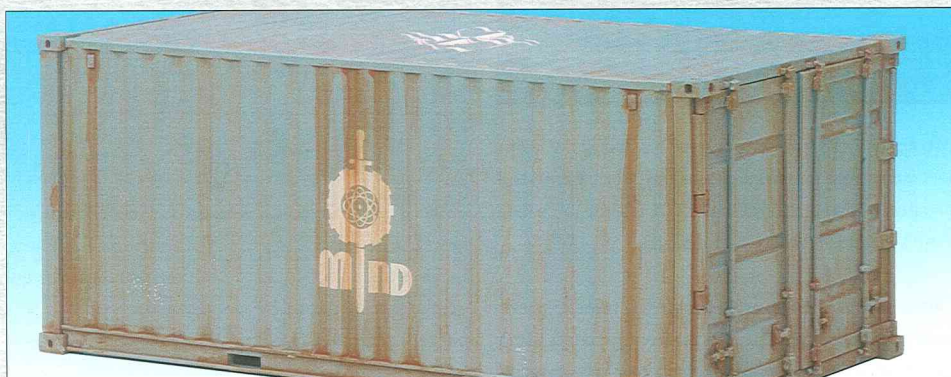
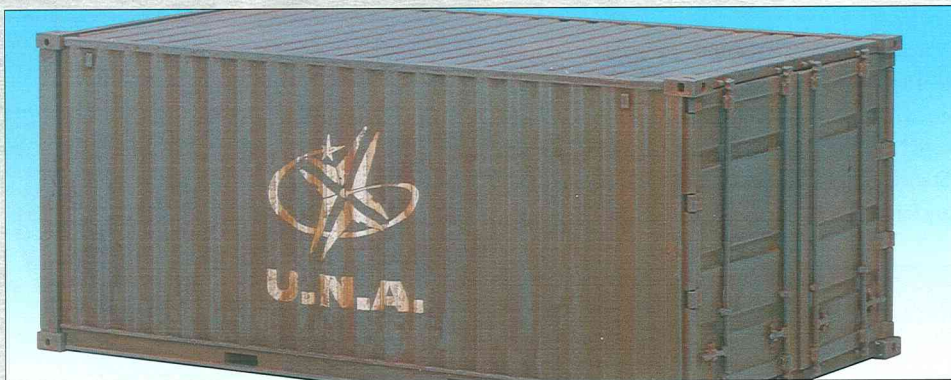
To simulate impacts, small slices are made using a modeling knife* and holes are drilled using a hand drill. Scratches are then marked around these impacts to represent the breaks and chips due to the impacts.

Bigger impacts can be made using an electric drill. Different size drill bits may be used. The low wall might even be partially destroyed.

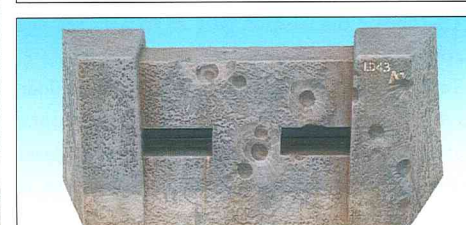
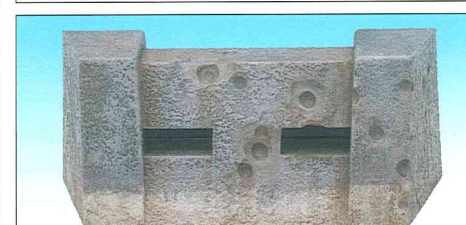
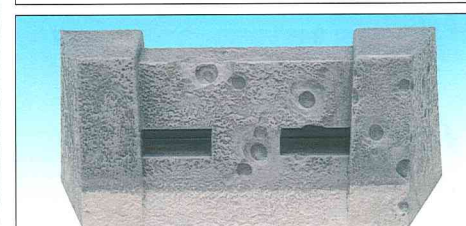
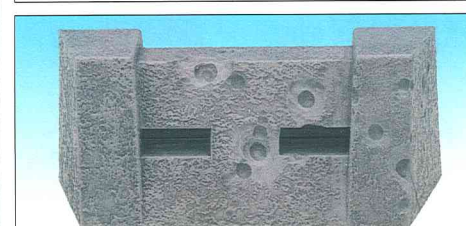
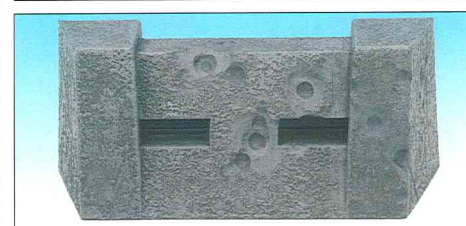
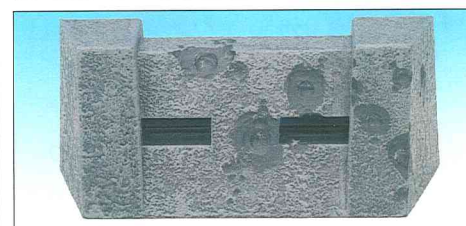
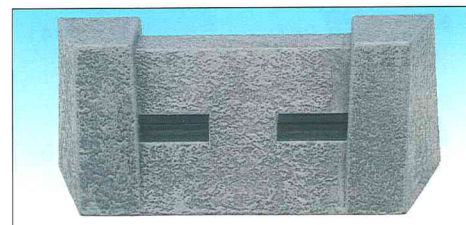
All that needs to be done then is to paint the areas that were customized (using *Gray of darkness* and then *Sharp gray*, just like the base). A very, very light wash is then added to mark the hollows.



* respect the safety instructions



Low walls can also be marked. For instance, some black and yellow safety bands can be painted to give them an industrial feel. The chosen area is painted with a mix of *Mer-in's fire* and *Gray of darkness*. Then a stencil is made by cutting parallel bands out of some removable adhesive tape. The stencil is applied to the zone (only once the previous layer of paint is completely dry) and the surface is painted in *Accursed black*.



For the final touch, rust and traces of run offs are added to the hollow parts to produce an astonishing effect. The technique used for this is exactly the same as for the steel troopers.

Containers

Obtaining a beautiful effect is easier on containers than on low walls: all they need is some weathering. However, this time the technique is slightly different. The surface and the factory painting require a special treatment.

Using a large paintbrush, a thick *Natural leather* and *Merin's fire* wash is applied on the surface. By the time the whole surface is treated it will have started to dry already. Patting the container with some

kitchen roll will soak up the wash in places where it was too dark. However, be careful not to remove too much of it. By using both the brush and the paper in turn, it is very easy to obtain the result you want.

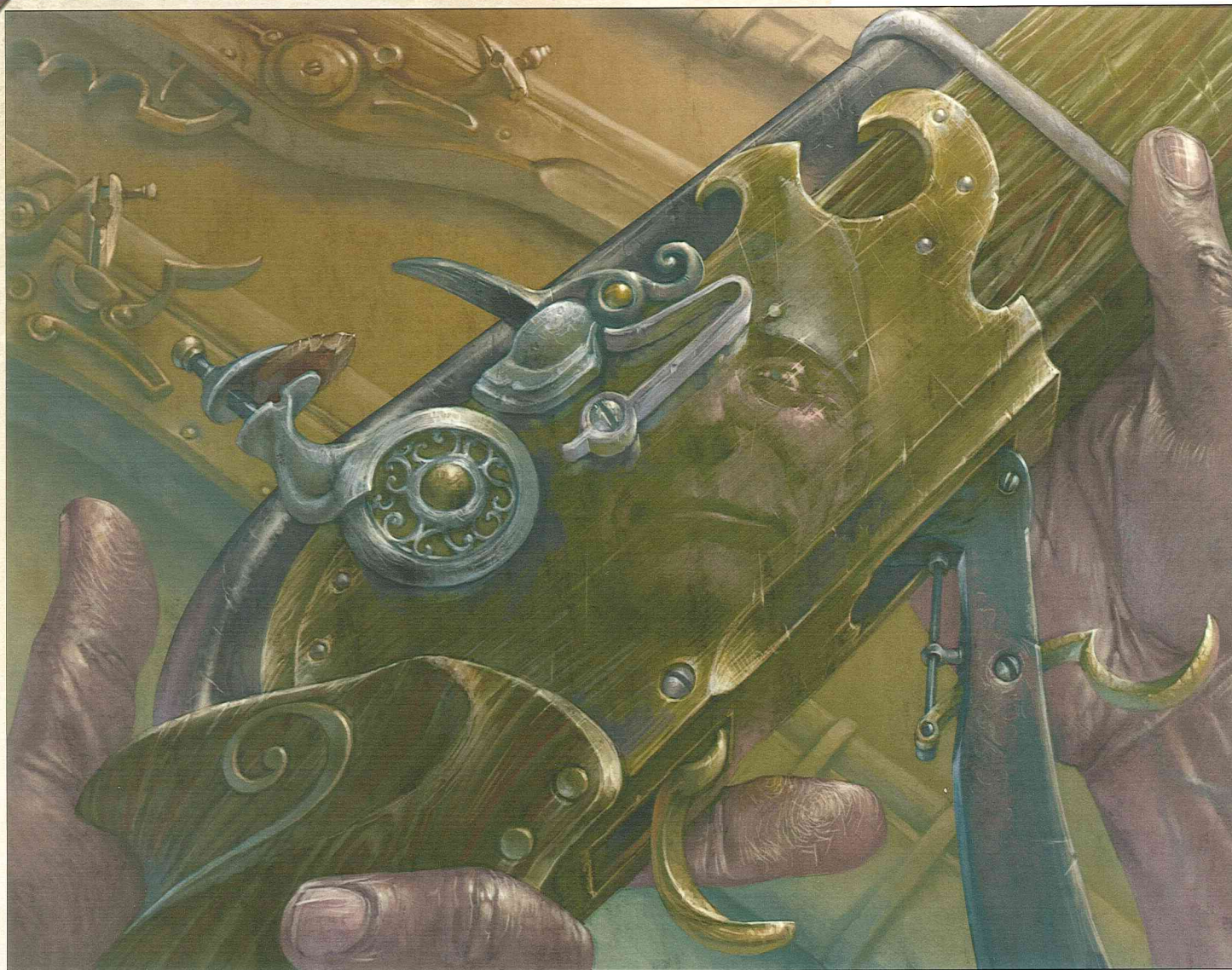
The container can then suffer the same treatment as the low walls: impacts, scratches, etc. It is also possible to add chemical burns by melting the plastic. This can be done using a pyrographer or a blow torch (this operation must be done under the supervision of an adult).

Once the plastic has been melted, the rim of the hole needs to be blackened. A mix of *Accursed black* and *Dirty leather*, with a possible addition of gloss varnish, will do the trick perfectly.

Plastic is fantastic, and ready painted is a godsend! This is how easy it is to work the AT-43 range for even more spectacular results.

For players in a hurry, or those who have little interest in painting, the factory base gives them the opportunity to play a harmonious and "easy on the eye" army. Painters will appreciate the good base that will spare them the painstaking base coating process. And for those who want to change everything all together, there is nothing to stop them!





CARRACHE THE BOMBLAYER

Carrache the Bomblayer is a figurehead of the guild of Architects and one of the best marksmen on Aarklash. His reputation extends beyond the walls of Cadwallon, provoking the jealousy of all huntsmen on the continent.

Hunter, exterminator or soldier, Carrache is known for being outspoken and for his misanthropy. He is a whimsical man, full of spite and odd habits. Under this coarse shell lies genuine intuitiveness, a sensitive artist dedicated to precision mechanics and machines of war.

Carrache was born in 957 near Carthag Fero, in Akkylannie, to a family of farmers. His early life was shared between the required teachings at the school of Merin and hard work of the land. Naturally open and curious, the young farm boy showed great interest in the mysteries of his modest existence. He felt

a need to know how things worked, from the printer's press to the creation of the world. However, his parents had no need for an inventor or a theologian in the family. They soon forced all sense of the abstract out of their son's mind, steering his interest towards what he could touch, calibrate and measure. It was a success.

His discovery of chemical science, especially of explosives, revolutionized his early years. At the age of twelve he was already making his own bombs in secret, terrorizing his family as he blew up stumps and other obstacles in the village fields to make room for crops, just before mass. At fifteen, he put an early end to the career of a band of goblin marauders when he blasted their lair with a slightly over-charged homemade bomb. The local magistrate, content with been ridden of the nuisance so quickly, rewarded Carrache with a rifle. By the fol-

lowing day, the young hero could already assemble and disassemble his new instrument with his eyes closed. He managed to learn how to cast bullets on his own. Soon after, he was developing his shooting skills every day. These precocious skills brought a bit more meat to the family table and convinced intruders to leave the family interests alone.

Military service, compulsory for all Akkylannians (see *Cry Havoc* vol. 04), was Carrache's first contact with society. He showed so much interest in firearm mechanics and the mysteries of gun powder that he was immediately incorporated into the fusiliers. He instantly impressed his shooting instructors and learned the trade of arms with the same zeal he had learned that of the land. He shared his secrets with his companions and ate everyday with the Griffin gunmen. He became his unit's guardian angel on the battlefield: anyone who approached too closely was usually about to trigger an explosive trap, taking a shortcut to heaven with a huge bang. Carrache, who was constantly trailed by the scent of powder and explosions, was soon nicknamed the Bomblayer.

Fusilier Carrache did have one fault though: he simply could not accept that his companions did not share his passion for complex machinery. He was disciplined several times for having modified his weapon without authorization. His obvious sincerity resulted in only light, but repeated, sanctions. This prevented him from progressing up the hierarchy despite the esteem of his officers.

Carrache refused to stay in the army after his mandatory service. He saw military discipline as nonsense, shackles to his evolution. Besides, he did not get the mysteries of faith that governed all aspects of Griffin military life.

Bitter and disappointed, Carrache went into isolation to dedicate himself to his new passion: complex firearms and siege weapon machinery. Far from considering them machines of death, all he saw in them was a testimony of human genius, a celebration of ingenuity and logic.

For a short while, Carrache returned to the village of his ancestors. He soon realized his place was on the battlefield: war was one of the only places where technology was always pushed to the edge. He was burning with envy to take part in this race, but he could not accept to be limited by military hierarchy. Carrache was incarnated in 981, when he took the decision to become a mercenary. From that moment on, his passion took him on the trail of his own fate.

A SEULLESS MERCENARY

The early times were difficult: his intransigence and his outspokenness certainly did not please his patrons. His work, although perfectly executed, was not always rewarded as much as he expected. In order to dedicate himself to his passion and manufacture ever more complex mechanisms, he had no other choice but to leave part of his moral beliefs behind and accept some shadier jobs. He strayed further from humanity and found refuge in a world of gears and military treatise. What was a passion soon became an obsession. Carrache was making significant breakthroughs, but he lacked a purpose or a cause to fight for.

Carrache became a cynical fighter who did not care about murdering someone as long as it meant he could finance his latest invention. Gold for blood. With the money earned, he purchased some extremely rare books, which helped him manufacture his own tailor made arsenal. He designed and built his own rifle and became a reference in the field of making explosives. The quality of his materiel seriously outclasses that of the Akkylannian army and rivals that of the Cynwall. Since he found out how to make his own gun powder, his favorite technique has been to attract his prey into a previously trapped area, leaving the prey set off another of his great fireworks shows.

Carrache's perseverance and stubbornness were starting to pay off. He was invited by Barhan lords to hunt the ferocious beasts from their land, generally wolven. His renown preceded him in his visit to the Tir-Nâ-Bor, with whom he shared manufacturing secrets and established some very fruitful relations. The mercenary bands that once mocked his excessive rigor, now begged for him to join them, promising astronomical sums of gold. It was too late for that: Carrache, aloof from humanity he now judged mediocre, was riding alone. His knowledge and skills were all he had and he intended to get paid the right price for it.

*I HAVE GREAT ESTEEM FOR
CARRACHE. HE IS A TRUE
CRAFTSMAN WHO LIKES
A JOB WELL DONE. HE IS
UNSPOKEN LIKE A HONEST
HUNTER, METICULOUS AS A
DWARF AND AS MERCILESS
AS A WOLFEN. HE IS THE ONE
I CALL UPON WHEN I NEED
A TRICKER TO PURGE SOME
PARASITE FROM MY DOMAIN.*

— DUKE DEN AZHIR

SERVING CADWALLON

Carrache's reputation eventually reached the ears of the masters of the guild of Architects, who recognized in his behavior the ideals of their own organization: autonomy, the love of expertise and a desire to overcome challenges. They sent out representatives to meet him, a dwarven architect and chief servant ogre. Carrache, who was trailing a fugitive wanted by the inquisition in

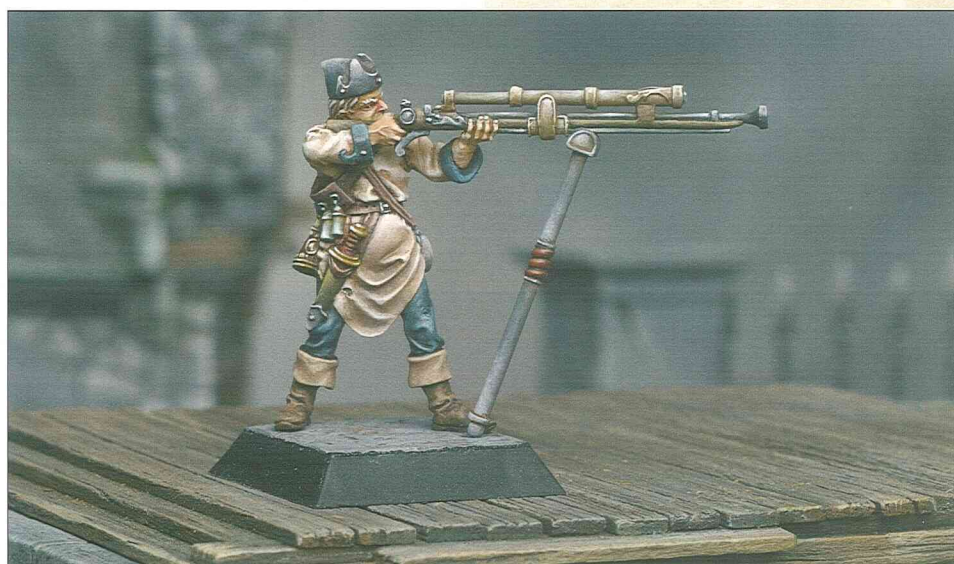
the forest of Icqur, was immediately convinced by their arguments and he made it to Cadwallon as soon as possible. A few months later, he received his Cadwë baptism (see *Cadwallon, Players handbook*, p. 302) making him a true citizen of the Free city.

Upon joining the guild of Architects, Carrache finally felt at home. He sees the guild as a fellowship that understands and shares his methods and motivations. He spends most of his time in his workshop, in Drakaër, testing and improving prototypes of firearms and war machines sent to him by other Architects.

For the time being, the Bomblayer is content with the gruff assassin image that follows him around. The Duke of Cadwallon, Den Azhir in person, sometimes requires his services: either to impress his guests during a hunting party or to take care of some dangerous intruders, ranging from fugitive war clones to infuriated Elementals, or even maddened devourers.

But, as he became interested in the other trades in the Architect's corporation, Carrache realized how much his lack of abstraction had been a handicap in his life since childhood. He understood that abstraction was the key to progress since it allows one to question the laws of the present, giving birth to those of the future. This revelation changed his life, allowing him to realize his full potential: he doesn't look to improve or duplicate existing mechanisms anymore, but rather to design new ones, in order to generate a new technological revolution.

In his wildest dreams, Carrache wishes to see his philosophy spread out and hopes that science will help humanity in taming the Elements. This is the reason why he keeps an eye on the technological evolutions of the most advanced nations of Aarklash: the Griffin and the Boar, friends to the Architects, but it is the Dragon that interests him most. It may take some time, but Carrache will help the Cadwë understand the secrets of Cynwall technology and its fabulous constructs.



THE FREE CITY
CADWALLON
Name



Name: Carrache the Bomblayer League:
Origin: Native Race: Human
Culture: Upper city Motivation:
Feats: Minelayer, Target/3, Aiming
Distinctive feature(s): Incarnate
Trade(s): Craftsman 3, Shooter 3
POT: 7 XP: 1

SIZE: *Medium (3)*
MOV: 4
POW: 3 d6
FEAR: -
DEF: 3
MAS: 3

HEALTH POINTS								
	Stunned 							
Wound								-1
us Wound								-2
al Wound								-3
pacitated								(-4)

PROTECTION
PRO :..... Mod :

• PUGNACITY

☛ SLEIGHT *

STYLE

❖ OPPORTUNISM

 SUBTLETY

DISCIPLINE

Bash	□□□□	Activate/Open/Close	id6	Disguise
Charge	□□□□	Aim	■□□□	Dominate
Drive	□□□□	Climb	■□□□	Examine : Machine
Endure	□□□□	Design :	□□□□	Fanatize
Exult	□□□□	Design : machine	■□□□	Fend off/Parry
Force	□□□□	Enchant	□□□□	Get up
Impress	id6	Evoke	□□□□	Incante :
Incante :	□□□□	Feign	■□□□	Lunge
Intimidate	□□□□	Incante :	□□□□	Preach
Revoke	□□□□	Mediate	□□□□	Ride
Slash	■□□□	Operate : Powder	■□□□	Seduce
Smash	□□□□	Operate	□□□□	Shift position
Snap out of it	id6	Pierce	□□□□	Strike back
Subdue	□□□□	Sail	□□□□	Stunt
Swim	□□□□	Shoot	■□□□	Summon
.....	□□□□	Slither	□□□□	
.....	□□□□	Take out a weapon	id6	
.....	□□□□	Tinker	id6	
.....	□□□□		□□□□	

PUG + 2

SLE + .2.

STY +.3.

OPP + 2.

SUB +.5.

DIS + 2.

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.
	d6					
	d6					
	d6					
	d6					

REACH				
		7		
7	6	6	6	7
6	4	2	4	6
6	3		3	6

MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.

* Dominant attitude



CARRACHE'S BOMBS

Carrache is an expert at making explosives. His fuse bombs have instability I. He gets two automatic wagers on all Operate (Powder)/SLE tests to determine the number of rounds before his fuse bombs explode.

When he gets enough time to prepare the area before an ambush, Carrache can hide up to ten fuse bombs on the game board. They are considered stealthy.

KNOWLEDGES

Administration : Cadwallon	■ ■ ■ ■ ■	Fiefdom : Drakaer	■ ■ ■ ■ ■
Administration :	■ ■ ■ ■ ■	Fiefdom :	■ ■ ■ ■ ■
Culture : Upper city	■ ■ ■ ■ ■	Fiefdom :	■ ■ ■ ■ ■
Culture :	■ ■ ■ ■ ■	Language : Cadwē	■ ■ ■ ■ ■
Faction : Griffin	■ ■ ■ ■ ■	Leagues :	■ ■ ■ ■ ■
Faction : Guild of Architects	■ ■ ■ ■ ■	Knowledge : Gunpowder	■ ■ ■ ■ ■
Faction : Scorpion	■ ■ ■ ■ ■		■ ■ ■ ■ ■
Region : Cadwallon	■ ■ ■ ■ ■		■ ■ ■ ■ ■
Region :	■ ■ ■ ■ ■		■ ■ ■ ■ ■

CONTACTS

[illegible]

EQUIPMENT

 apron	2		
 dagger	1		
 3 fuse bombs	3		
 purse	2		
 satchel	0.5		
 rifle	2		
 50 munitions	1		
 telescope	0.5		
 tool kit	1.5		
 worn cloth	-		

Ducats : .60....

TOTAL (Kgs):	13.5
Bulk:	0

THE PATHS OF DESTINY

In the land of Dust and Tears, the Paths of Destiny meet no more. Directly facing the Scorpion threat, and convinced it has been abandoned by the fortress of the Faathi, the Jackal thinks first about protecting its own land, Bran-Ô-Kor. After a journey to the land of the Long Sun (see p.25), Shaka-Morkhai realizes that the time has come to unite the orcs under the one banner, that of the Kal-Raïk, the chief of all clans. He calls out to all the orc hordes to rally to Jackal's lair. His message is carried by the Trackers and their clan. Shaka-Morkhai hopes that, once they are united, the orcs could outflank the Scorpion army to cut its retreat route. Prisoners of the Ægis, the clones would not last long against the Dwarves.

The keeper of Jackal's lair is not the only one working for an orc victory. Avangorok is still in communication with Commander Arkhos. He believes that an alliance with the Temple of the East would give the orcs a better chance of beating the Scorpion. His beliefs are reinforced by the fact that Arkhos has always been open to orc culture and has always listened to the magical forces of the canyons. Moreover, Avangorok also knows that Arkhos' sister, Mirà, has traveled to the land of the Long Sun.

In the meantime, the Boar has locked itself up inside its fortresses. When it understood the extent of the threat marching out from the desert, it chose to organize its defense into several lines. Each fortress will only be allowed to fall after having slain as many enemies as possible. As many of the defending soldiers as possible will then fall back to the next line of defense, reinforcing the ranks of the defenders of the next fortress while the invader's forces are worn out with each new attack.

The Wolf has decided to do the opposite; it has set out to meet the enemy. Even if its territory is not yet under threat, it has in mind to destroy the Scorpion: Arh-Tolth, the Syhar god, is the Craftsman, the hereditary enemy of the goddess Yllia. Despite any strategic or political considerations, the wolven leap into the dance of the Scorpion, maybe too late. Syriak, the pack leader of the Red Oak, hopes to find Razheem leading his troops. He is determined to rip the scorpion's head off and take it all the way to Inuka, in a move that will shatter Syhar morale.

In the end, no war council was held by Destiny in this region. However, unofficial connections are being formed between these peoples. Pilzenbhir has attempted several times to organize talks with the stone circles located around the dwarven fortresses. In order to prepare his people's offensive, the Watcher is establishing several contacts with the Boar and the Jackal, with mixed success. Notably, he has met with the Son of Thunder, with whom he shares a sincere friendship. Relations between dwarves and orcs are a lot tenser, the orcs having raided many dwarven fortresses in the past.

THE RAG'NAROK

THE DANCE OF THE SCORPION

THE FLYING FORTRESSES HAVE GONE TO BATTLE AND TORN EACH OTHER APART. THE MOLOCHS HAVE DESCENDED UPON AARKLASH LIKE A TERRIBLE EVIL. ALL THE INCARNATES HAVE UNDERSTOOD THAT AARKLASH IS ABOUT TO EXPERIENCE SOME FUNDAMENTAL CHANGES.

The Rag'narok is raging on all fronts (see *Cry Havoc* vol.14). This issue explores one of the regions at war; the rest will be reviewed over the coming issues, each front evolving simultaneously with the others. Together, these articles will give the reader an overall vision of the whirlpool of violence drawing in all Aarklash.

Light is also watching this region of Aarklash; the Temple of the East and the Temple of the South are determined to stop Razheem at all costs. In the mountains of the Ægis and in the canyons of Bran-Ô-Kor, Commander Arkhos will fight some dire battles, but he will not walk away the same man.

Will the Scorpion's sting pierce the shield of the Ægis?

ALLIANCES

Destiny is still shaken by the defeat of the Faathi; and while Darkness has set in motion a plan it has been devising for so long, Light has organized a war council to set up a strategy. The power of Darkness has revealed the true range of its brutality. Rallying destiny now seems the only way to stop Razheem.

No matter the preparation, things never go according to plan. The dance of the Scorpion is bound to have its sour notes and missed steps. Each Way of Alliance will have to deal with misfortune and the many surprises of war!

In the desert of the Syharhalna, from the domain of Dust and Tears, Razheem the Insane is about to launch his terrible plan of conquest: the Dance of the Scorpion. Supported by all the commanders of the Syharhalna, he is looking to drive his forces far into the defenses of Tir-Nâ-Bor like a spear through flesh, piercing the dwarven republic to its heart, Kâ-In-Ar (see *Cry Havoc* vol.13).

Standing before him, the heroes of the Boar must fight without Tan-Kaïr as he pursues his combat deep inside the abyss of Mid-Nor.

In the meantime, the Jackal is mustering its forces, answering Shaka-Morkhai's call: the Scorpion must be defeated!

Fulgur is sent out as a messenger, without much expectation. And yet, while the Scorpion has already started knock down the dwarven defenses, the Watcher sets up a meeting with Bal-Torg, the informal emissary of the Boar, and the Son of Thunder, who came on his own behalf. Although no true alliance was forged in the end, this meeting will avoid getting this three people in the way of one another in their struggle against the Scorpion.



THE MEANDERS OF DARKNESS

During the war council of the claw of Sarlath, the region of the Ægis was placed under the command of Razheem the Insane. He has been given orders to lead the dance of the Scorpion with the other peoples of Darkness, notably the Hydra.

The dance of the Scorpion is meant to be performed as follows: the troops that fought in the Mourners' gorge will turn around and head towards Ogh-Hen-Kir. A second offensive, passing through the island of Orinka, will attack the Temple of the East. This move should draw the Akkylannian troops away from their stronghold, making the temple an easy prey. A third attack will be aimed directly at the Temple of the South to prevent them from rescuing the real targets of the invasion. Once the Temple of the East is down and Ogh-Hen-Kir taken, the Syharhalna will end its movement by taking care of the Temple of the North with the support of the troops of Acheron, arriving from Tar-Haez. The rendezvous will give Razheem's troops a chance to re-supply, and the capture of the Temple of the North will give them a solid base in the region: a new Syhar dominion thousands of kilometers away from Shamir!

The success of this plan relies on several factors. Razheem has the support of many war heroes, notably Thissan Ka. He is bringing with him numerous tarascus clones and aberration primes. With the newly concluded alliance between the Scorpion and the warlike molochs, he can also count on their demonic help. The molochs were watching the battle of the Mourners' gorge and liked Razheem's "style". They flew to the heights of New Shamir, where they met with Basyleüs Villa. After a night of negotiations during which the molochs were granted many concessions, they left for the Ægis to serve Thissan Ka and Razheem.

The authority of the latter is supposedly recognized by the military leaders of the other peoples of Darkness. The colonies of the Hydra are supposed to assist the Syhar offensive by harassing Kal-Nam and carrying out a thorough reconnaissance of the surroundings of Lor-An-Kor. Therefore, Razheem is in permanent contact with the Hydra through Azahir the Mad. A certain tension rises between both Incarnates as the months go by; Razheem has only scorn for the troops of the Hydra. Eventually contacts between them are terminated by mid 1005. Razheem has no idea what happened to his allies of the Abyss.

The Syhar commander has to deal with even more problems by the end of his campaign. In 1007, his scouts report the presence of a Hyena force moving toward the North of the Ægis. This is completely contradictory with what had been decided aboard the claw of Sarlath. Razheem is twice as angry: firstly, this means that those troops will be missing out on the Avagddu operations; secondly, they could well be jeopardizing his carefully prepared plan. He meets Nehkar several times, but each encounter ends up in a clash. All the Insane learns from the Extatic is that the wolven are moving in on his flank and that Kalyar is out to meet them. Razheem has to make do with this unexpected help and returns to his conquest.

THE WAYS OF LIGHT

By the end of 1004, the Alliance of Light realizes the seriousness of the situation in the Ægis. The dance of the Scorpion represents a major threat, equaled only by the presence of the flying fortresses above Avagddu. When the first messages come in from the Temple of the South, the Griffin, the Dragon and the Lion hold a war council. It is decided that the Lion will deal with the flying fortresses, that the Griffin will put an end to the dance of the Scorpion and that the Dragon will hold off the Ram, while reserving part of its forces in case one of the two other fronts was to give in.

The Griffin is given the mighty task of countering the Scorpion, while containing the Hyena invasion and the Serpent and pirate incursions of the Fangs of Fire. While the empire of Akkylannie is burning, internal politics interfere with the strategic decisions of Emperor Octavius IX and his prelate to the armies, Cardinal Aerth. In fact, the Inquisition is taking a dangerous gamble: this is an opportunity to speed up the fall of the Temple. The aura of the Inquisition would once again shine over the crusades and all across Aarklash.

The Temples of the East and the South will not receive any reinforcements. However the Empire will support the Boar, this is as much a sign of brotherhood as it is a political move. Imperial troops are sent out to complete the dwarven defenses while the Inquisition fights the disciples of the Beast. Only once the dance is over will the Inquisition join in.

When Cardinal Aerth is informed about the fall of the Temple of the East, he organizes everything to get Arkhos back. Unfortunately, the Inquisition gets in the way his plan, to further their quest for glory. Nevertheless, the Lodge of Hod still manages to find the commander, but he refuses to return to Akkylannie: over the years, he has grown fond of the Bran-Ô-Kor, and he cannot willingly leave the orcs to face the Scorpion alone. Besides, he has to win back the Temple of the East, his temple. He carries on the fight and seeks to ally with the Jackal.

With this decision, Arkhos has the fate of Akkylannie in his hands, and maybe even the future of Aarklash: if his counter-attack succeeds, the Scorpion will be forced to relieve the pressure at the siege of the temple of the South in order to reorganize. If he fails, Sered will stand alone against the alchemical legions. On its own, the Temple of the North will not be able to resist Darkness, and its fall will ring the fall of the Temple itself. Akkylannie will then be there for the Inquisition to take.

What would then be the consequences for Aarklash?

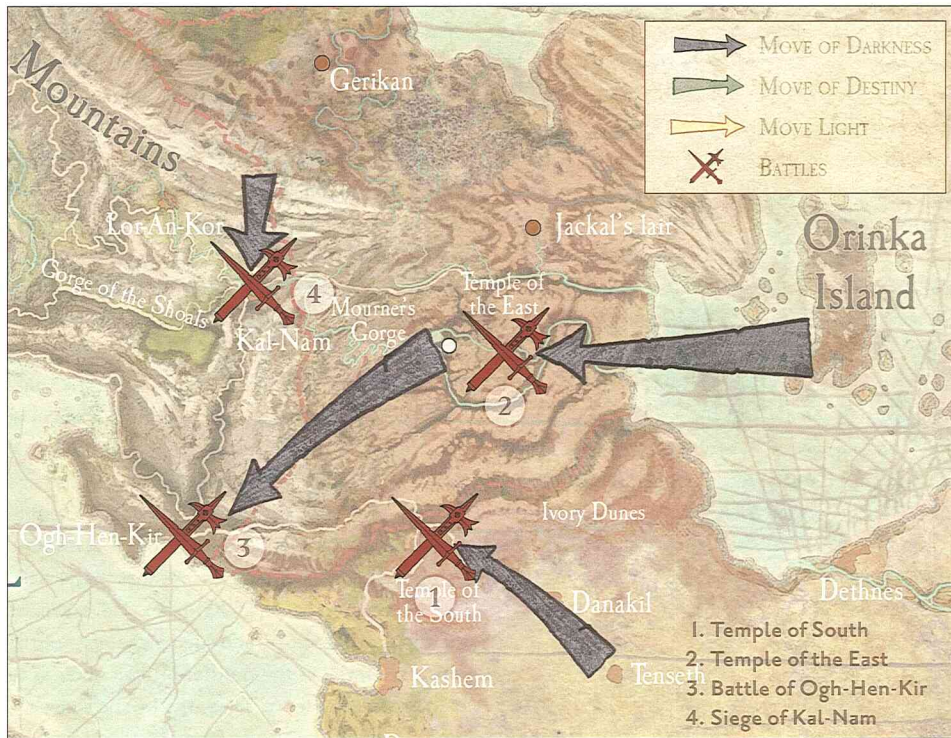
Cardinal Aerth knows the implications. He can also sense that the Griffin cannot fight the dance of the Scorpion alone. On his counsel, Emperor Octavius IX hires the guild of Architects to reinforce the contingents sent to rescue the Boar. The cardinal also makes sure the coordination with the dwarves is faultless. Dwarves despise approximations and incompetence. Thanks to Aerth's diplomatic skills, the troops of the Griffin and the Boar fight in perfect harmony, as if they were part of the same army. In those difficult moments for the Ægis, the understanding shared by the Griffin and the Boar is so remarkable that after the battle of Kâ-In-Ar, the dwarves officially join the Alliance of Light.

THE ALLIANCES OF THE HYENA

Since the battle of the flying fortresses (see *Cry Havoc* vol.14), the Hyena has joined the Meanders of Darkness. The disciples of the beast are now allied to all the peoples of the Meanders of Darkness, except for the empire of the Syharhalna. These alliances replace those found in *Confrontation 3* and are applied in tournaments from the month of July.

THE ALLIANCES OF THE BOAR

After the dance of the Scorpion, the Boar joins the Ways of Light. The defenders of Tir-Nâ-Bor are now allied to all the peoples of the Ways of Light, except for the Barbarians of Avagddu. These alliances replace those found in *Confrontation 3* and are applied in tournaments from the month of July.



THE BATTLES

The Dance of the Scorpion will see many exhausting battles: the canyons and passes of the Ægis make the fighting complicated, and therefore deadly. The Boar resists fiercely, causing heavy losses to both sides. On the other hand, no sacrifice is too high for the Scorpion as long as its troops keep gaining ground, convinced its alchemical tanks will always be able to provide enough fighters for its armies.

THE FALL OF THE TEMPLE OF THE EAST (Griffin versus Scorpion)

For many years, the Temple of the East watched the border separating the desert of the Syharhalna from the canyons of the Bran-Ô-Kor. Its commander, Arkhos, has established true comradeship with the war chiefs of the Jackal, despite the Inquisition's disapproval. Today the Griffin fortress is standing in Razheem's way.

With the help of a few orc trackers from the Sarkai, Arkhos soon made it back to the Temple of the East after the battle of the Mourners' gorge (see *Cry Havoc* vol. 14). There he had time to care for the wounded and send scouts out to check if the Scorpions had some nasty trick prepared. Arkhos' doubts were soon confirmed: countless alchemical regiments had landed and were marching towards the Temple of the East. The commander prepared his defenses the best he could and sent out messages to the orc chiefs he knew.

Razheem launched the attack at nightfall. The templars were outnumbered, but there were still more than Razheem had foreseen, due to the particularly

quick return of Arkhos. The first Scorpion charges ended in appalling failures. Infuriated, Razheem led the following charge himself, accompanied by groups of Dasyatis clones. Using the clones and their colossal strength, swollen by mutagenics, he eventually managed to smash through the Akkylannian fortifications and the alchemical legions poured into the temple.

Arkhos and the templars fought with the energy of despair, but they could not stop Razheem. Both commanders fought each other in the ruins, surrounded by flames. Arkhos was almost slain. At the last moment, a young masked woman stepped in, wielding a flaming sword. After a few exchanges, she grabbed Arkhos and dragged him away from the battle.

From the heights where they took refuge, Arkhos could see his temple burn down. His templars were by his side, as well as the thallions sent by the Inquisition. The latter spoke with the young swordswoman and left with her. Arkhos did not have enough time to discover who she really was, but he is convinced it was his sister. Soon on his feet again, he was back in command of his troops, vanishing with them into the canyons. In the meantime, Razheem reorganized his troops, leaving a garrison at the temple and heading with the rest of his army towards Kal-Nam.

THE TEMPLE OF THE SOUTH (Griffin versus Scorpion)

Just like the Temple of the East, the Temple of the South watches the Syhar border and it is also a rear base from where the Griffin army tries to invade the land of the Scorpion. When Sered gets back after the battle of the Mourners' gorge, he is told about a large alchemical legion heading straight for him.

The battle takes place in broad daylight and scorching heat. The first charge is spearheaded by a herd of tarascus, ramming in the doors of the temple. A terrible battle begins, but Sered is still confident: no clone can resist him, and the faith of the templars, heightened by his feats of arms, fuels him in combat. Suddenly a group of female warriors appears, taking both the clones and the templars by surprise. Sasia Samaris and her crimson servants attack Sered and his guard. A strange duel begins between the commander and the magician, but Sered does not fail. Only after the willing sacrifice of several crimson furies does Samaris get a chance to run away. This retreat shatters the morale and breaks the momentum of the clones, who fall back outside of the temple and settle in to besiege it.

After the battle the Temple of the South is cut off from any support, but it stands strong, despite the daily assaults. In the Scorpion encampment, a rumor speaks of Sasia Samaris and her furies hiding among the troops. No Syhar complains about that. They are relieved by the presence of such a skilled fighter in their ranks. The Temple of the South is paralyzed and the Ivory dunes are once again a peaceful stretch of sand. The templars stationed there repeatedly attempt to break the Scorpion siege, without success.

THE BATTLE OF OGH-HEN-KIR (Bear and Griffin versus Scorpion)

Ogh-Hen-Kir is the best-built coastal fortress of Aarklash. It harbors a prosperous trade port as well as an important jeweler and lithomancer community. Under the protection of Caradoc, the dwarven god of commerce, Ogh-Hen-Kir is a lot more peaceful than any other fortress. Or at least it was.

One morning, a group of templars showed up at the city gates. Led by Severian, weary and wounded, they warned the dwarven city of the coming Scorpion attack. The dwarves prepared for combat. Kaël the Irascible and Brognir, who had been transferred to Ogh-Hen-Kir after the council of the Faathi, took care of preparations. Severian offers his support as well as the help of all the Akkylannians present in the city. A few days later, the clones attack.

Thissan Ka spurs a tarascus stampede that is only stopped by the dwarven war machines. Unfortunately, this maneuver forced the dwarves to reveal their positions and concentrate their troops. The commander immediately plays his trump card: the molochs. Appearing from out of nowhere, the immortals of Darkness plunge onto the dwarven war machines and destroy them.

While the molochs enjoy themselves on the battlements, Thissan Ka orders a new assault. This time he smashes through the Boar's defenses and takes the fighting into the city streets. The defenders of Ogh-Hen-Kir sound the retreat call. With the approval of the dwarves, Severian leads an offensive to get to the docks and boards a ship for Akkylannie. In the mean-

while, Kaël the Irascible takes the lead of a convoy to rally Kâ-In-Ar; as Brognir stays behind to face Thissan Ka. The Defender of the plains is unable to resist very long against the alchemical commander; the duel is soon over. However, Brognir's sacrifice allowed thousands of dwarves to be saved. Some say he isn't dead and that he is still leading a small guerrilla band in the streets of the occupied city...

THE SIEGE OF KAL-NAM (Boar versus Hydra)

Purposely built on a network of ley lines, Kal-Nam has been for a long time the lair of the alchemists and magicians of the Boar. It is a major obstacle in Razheem's way. An obstacle Yh-Sabahal of the Hydra must harass continuously to keep it under pressure. In fact, the colony of Sabahal has settled in the entrails of the mountain, right under the dwarven fortifications.

Unfortunately, for the Scorpion commander, his harassment plan is launched under ill omens. Yh-Sabahal, the Winged Fury, was forced to send many contingents back to the Abyss of Mid-Nor to support the Despot in his struggle against Tan-Kair. Weakened by the departure of so many warriors, the dominant fears his colony will not be able to survive the unavoidable losses that will occur in battle against Kal-Nam. Therefore, he decides to begin his harassment campaign with a particularly violent surprise attack, hoping to weaken the dwarven troops enough for his troops to survive long enough for Razheem to arrive.

By one moonless night, the Possessed make it to the surface and attack the sleeping dwarven fortress. Furious demons are let loose from the urn-prisons inside which they had been kept for ages. The fol-

lowers of Mid-Nor unleash terror incarnate on the dwarves. Yh-Sabahal himself takes part in the fighting, challenging Magnus the Mystic and Synesia Cinnabar-Heart, the champion of the fortress. Under his leadership the Possessed inflict terrible losses to the Boar and keep driving the dwarves further inside their own fortress.

When, finally, Lahn's rays hit the mountains of the Ægis, the reserves from the Shoals move in, rescuing Synesia and Magnus. Outflanked, the Possessed could not retreat quickly enough. Unable to make it back to the safety of the deep, they were massacred in the open by the dwarves.

In following weeks, Yh-Sabahal leads a guerrilla war, hidden inside secret galleries. But the shortage of soldiers prevents him from being a real threat to the fortress. When Razheem finally arrives, the stronghold is certainly not weakened as much as he had expected.

THE FALL OF KAL-NAM (Boar versus Scorpion)

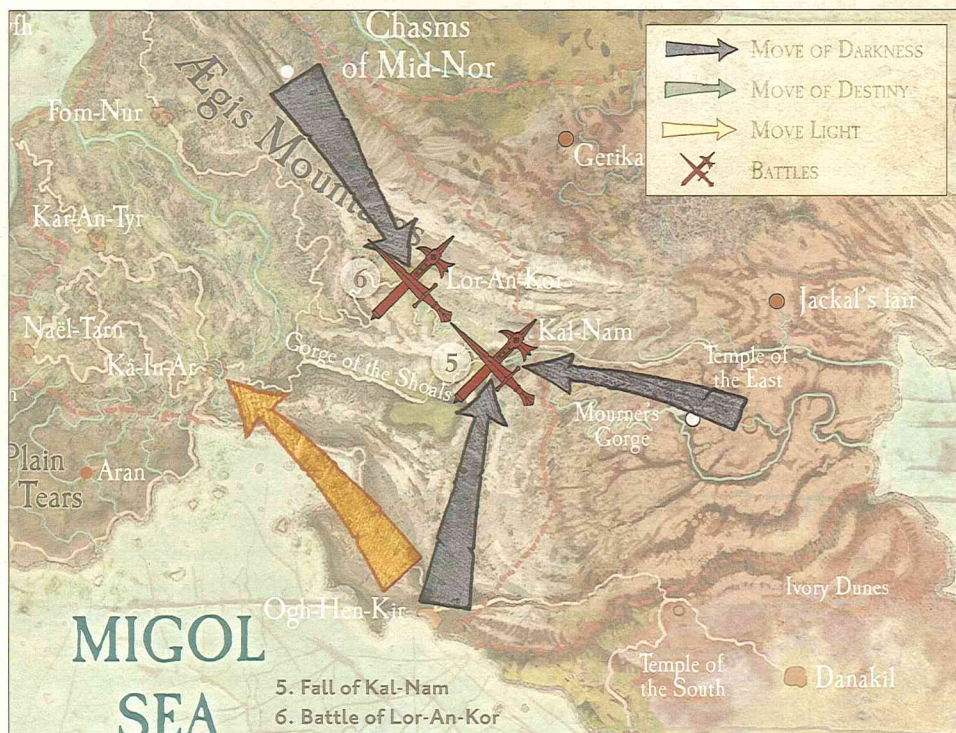
Worn out by the endless fighting against the Hydra, the morale of the defenders of Kal-Nam takes a serious dive when Razheem's legions gather before the doors of the fortress. And yet they know they have to hold on to this highly strategic position because of both Kal-Nam's location and the mystical treasures held inside.

Believing the defenses of the fortress weakened, the Insane orders his troops to quicken the pace. Standing under the walls of the fortress, he patiently begins sapping the doors. Caught off guard by the unexpectedly high number of Boar troops, Razheem is forced to deal with some heavy losses.

Furious, the raging alchemical commander sets out to find Yh-Sabahal himself under the mountain. Faced with the Winged Fury, he understands the extent of the disaster. However, he can not risk taking on the champion of the Hydra. Eventually he uses the network of tunnels dug out by the possessed to unleash great numbers of aberration primes inside the fortress... along with the possessed. Any sacrifice is acceptable to capture Kal-Nam and unlock the road to the eastern parts of the Ægis!

While Magnus the Mystic and Synesia Cinnabar-Heart are locked in battle with the dreadful constructs, Razheem returns to his troops along with Yh-Sabahal, where they eventually manage to force their way past the fortress doors. Despite this unfortunate turn of events, the dwarves hold on tight. Yet Magnus understands that they are living the last moments of Kal-Nam. He organizes the flight of the most renowned alchemists of the fortress, as well as the transfer of their libraries to the Shoals. In order to do so, the Mystic summons the help of the city's Earth Elementals and uses the tunnels taken from the Possessed over the previous weeks. While the convoy leaves the fortress, Magnus arranges a diversion; but he is eventually caught by the enemy, sharing the fate of Synesia who was defeated by Razheem himself.

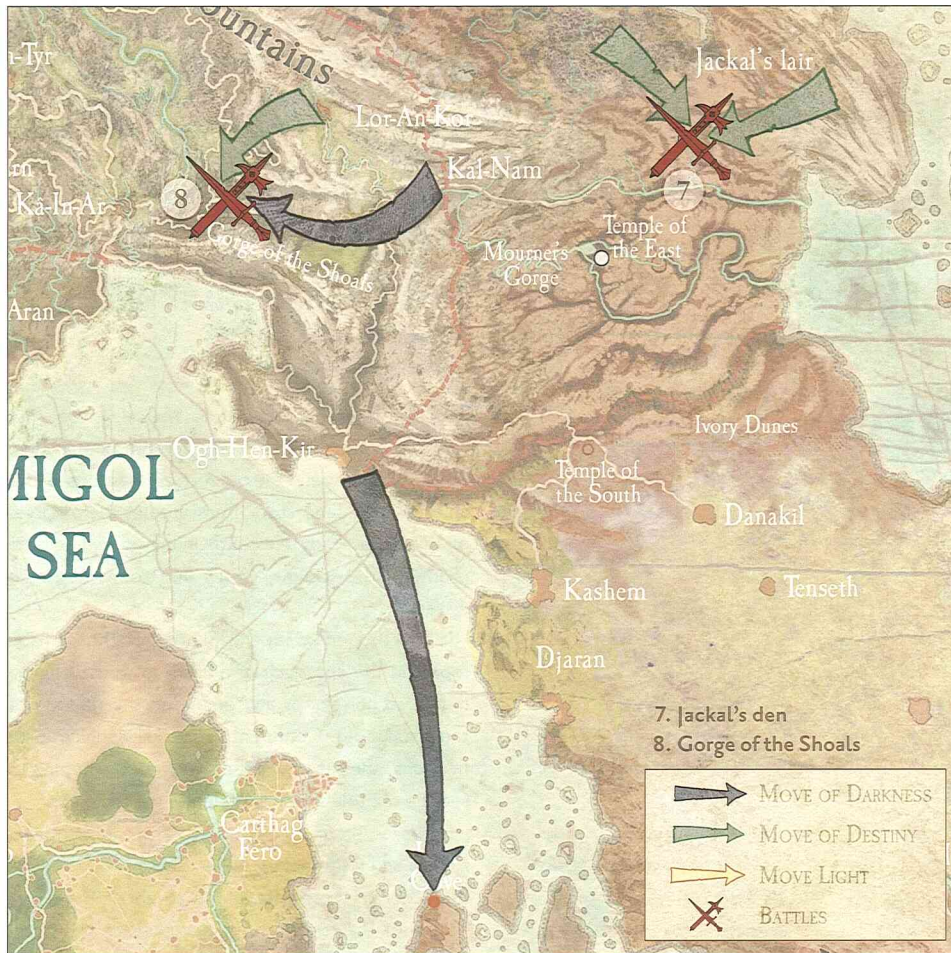
While waiting for the legions of Thissan Ka, Razheem sends the two heroes of the Boar to Danakil where they will be held captive. He then imprisons all the dwarves still present in the city and fortifies his positions, creating a *de facto* dominion. Relations with Yh-Sabahal quickly turn sour, but the latter has obviously some more urgent business to take care of... and departs.



LOR-AN-KOR (Boar versus Hydra)

Lor-An-Kor has not been a real dwarven fortress for a long time: the corridors are now haunted by constructs spawned from the fertile imagination of a demented dwarf and the city is controlled by the Caduceus, a semi-sentient mana source.

As for Kal-Nam, the troops of the Hydra are sent to prepare for the arrival of the Scorpion. Led by Akaranseth, they discover the madness ruling Lor-



An-Kor and the few dwarven (the koraans) and Akkylannian defenders patrolling the tunnels of the automated fortress. Made bold by such “good news”, Akaranseth orders a frontal attack.

The troops of the Hydra swarm Lor-An-Kor through the tunnels dug too deep by the automatons. They go past unidentified machines, but do not stop to examine them. They catch the dwarves off guard and slaughter them. The koraans are swamped and lose contact with their leader, Kheelar. When the battle seems over for the Boar, the city awakens.

Excited by the fighting, the Caduceus wakes up. Lor-An-Kor frees itself from its underground tunnels and unfolds itself like a gigantic metal spider, carrying the heart of the fortress on its back. Fighting their way through both the Possessed and the automatons of the city; Kheelar, his guard and the purifiers of the Lodge of Hod head straight for the Caduceus, now that its location has been revealed. Inside the command center, Kheelar studies the artifact while the purifiers of Hod keep Akaranseth at bay. As the Possessed struggle to keep their balance with the swaying of the city, Kheelar operates the controls of the Caduceus and merges with it. He loses his mind, massacres the Possessed and most of the dwarves. Only the purifiers survive, barely making their way out of the city.

Free of all intruders, Lor-An-Kor the construct turns to the South. Using to the connection linking the Caduceus and Darkness, Kheelar can sense the

Scorpion's moves. He plans to ambush Razheem in the gorge of the Shoals. The city of Lor-An-Kor does not exist anymore. All there is left of its original location are ruins and a few secondary tunnels.

JACKAL'S DEN (Ercs)

At the heart of the canyons of the Bran-Ô-Kor, there is a hidden portal to the land of the Long Sun, a place of communion between the earth of this country, the orcs and Jackal himself. Kept by Shaka-Morkhai, it is a secret sanctuary. Following Jackal's advice, Shaka-Morkhai unveils its secret and invites all the raïks (clan chiefs) and their hordes, to gather at Jackal's den to constitute the great horde. All the orc war chiefs answer the call: Kal-Shaddar, Vorak the Infallible, Umran Kal, and many more. Once deserted, Jackal's den welcomes hundreds and soon thousands of warriors. This gathering is placed under the authority of an assembly of mystic warriors led by the Son of Thunder. This assembly must designate the Kal-Raïk after a series of ritual trials.

Avangorock is part of this gathering. Arkhos has joined him in disguise. While the candidates declare themselves, the Griffin commander is discovered by the mystic warriors. Brought before the Son of Thunder, he apologizes for the trickery and declares his wish to take part in the ritual. The orcs rise against it, but a young woman silences the uproar. Human, wearing

a mask, with hair blue as the storm. Mirà drops the mask of Misericord and pleads her brother's case, leaving the latter stunned by the revelation. Since the young templar woman has already traveled the land of the Long Sun, the orcs accept her plea and Arkhos is allowed to join the trials. Another candidate then makes himself known: Kolghor of the Behemoth claims to be an orc like any other, even though he honors another totem than Jackal. After a lengthy debate, he is also accepted.

Unaware of the rites of Jackal and handicapped by the heat to which he is not used to, Kolghor fails right from the first tests. Arkhos is unable to defeat a force of nature such as Kal-Shaddar with his bare hands. Soon, Umrin Kal and Shaka-Morkhai are the only two orcs left to compete in the final test: breaking a tarascus. After one day and one night of tracking, Shaka-Morkhai, proudly riding the titan, is the first to make it back to the den to the cheers of the orcs. A Kal-Raïk is born.

Shaka-Morkhai then shows great nobleness by nominating all the other participants war chiefs. He also recognizes the existence of the Tree-Spirit tribe and the need to learn more about them. Finally, he talks for a whole day with Arkhos and promises to provide the help the Akkylannian needs to take back his temple from the Scorpion!

THE GORGE OF THE SHOALS (BEAR versus SCORPION)

The gorge of the Shoals is the main communication route between Kal-Nam and Kâ-In-Ar. It is home to many dwarven communities that answer to the authority of Kal-Nam. Since the fall of the latter, the Shoals have become the operational base of the dwarven guerrillas. Razheem still engages his troops inside it, pushing back the dwarves further each time. Flying from one victory to the next, met by Thissan Ka, he is convinced of his invincibility.

And yet one morning a landslide heralds the impossible: the gigantic metal spider that Lor-An-Kor has become descends from the mountain and attacks the clones. Thousands of constructs creep down from its legs to submerge Razheem's legions. For a moment, the commander panics.

After the first shock, the clones reorganize. Razheem takes care of the largest part of the constructs while the molochs, led by Thissan Ka, infiltrate the construct-city. The losses suffered by the Scorpion are terrible. Eventually Thissan Ka causes so much trouble inside the city that Lor-An-Kor calls back all its constructs. Razheem takes this opportunity to send his tarascuses on a stampede down the gorges, seriously damaging the legs propping up Lor-An-Kor. The city crawls back out of the Shoals, staggering dangerously.

After several months of campaign, the clones have problems putting up with such a bitter victory. Confronted with the dwarven guerrillas, they are now



struggling to get through the Shoals. Razheem still refuses to turn around: Kâ-In-Ar is almost within reach!

Meanwhile, Lor-An-Kor has become a city once again, settling North of the Shoals. While watching over the repairs, the Caduceus has fallen asleep. What will happen when it wakes up again?

THE BATTLE OF THE ROOF OF THE WORLD (Hyena versus Wolf)

The Ægis is the highest and most ancient mountain range on Aarklash. The legends of the Boar and the Scarab tell it is home to the gods, that the heights are so high they pierce the heavens. It has been centuries since any mortal set foot there.

The wolfen of the Red Oak led by Syriak, have traveled there to ambush the troops of the Scorpion from above. Some Daikinee, notably groups of zephyrs, have accompanied them to approach Eäkhyn's domain. On the Roof of the world, they are met by the disciples of the Beast, who have come to help their new allies and massacre their former brothers. Arriving from Caer-Laen, guided by Kalyar, they had been able to evade the griffin siege to get there.

There on the snow-capped mountain tops, forced

to bow by the blizzard and under the eyes of the gods themselves, the Wolf and the Hyena clash. It is a demonstration of savagery, force and brute power on both sides. The wolfen and the devourers shed so much blood that soon the snowfields turn red. Syriak challenges Kalyar, the worgs clash with the tyrants of Vile-Tis. Stunned by such violence, the Daikinee and the half-elves step away, hypnotized by such a surreal and bloody spectacle. Spells and miracles are unleashed with great anger, the power of the mana mixes with the blizzard. It is as if the gods had joined the fight; as if they could be touched.

All of a sudden, a terrible blast knocks all the fighters to the ground in a giant explosion of snow and mana. All the mortals, no matter their people,



understand that they are fighting to close to the gods. The wolfen consent that these summits were never meant to be marched upon by mortals. The devourers realize that they cannot fight both the wolfen and the gods at the same time. Syriak and Kalyar's gaze solemnly meet; they agree on a truce and both armies move out, broken.

THE RETURN OF ARKHOS (Jackal and Griffin versus Scorpion)

After Razheem left, Claudia Nesselith took her winter quarters in the former Temple of the East. Seasons went by and the old fortress was turned into an alchemical laboratory. Reassured by the progress of Razheem, Lady Nesselith indulged in her pendants, and discipline among her troops began to waver.

It all changed when the Skorize of the garrison reported the approach of a horde of orcs. Claudia mustered her troops and organized the defense of the stronghold. Confident in the Akkylannian fortifications, she set up a defensive strategy, hoping to see the orc tide smash itself under the ramparts.

However, the great orc horde carries in its bosom Arkhos and his templars. When Shaka-Morkhai gives the order to attack, he knows all about the weaknesses of the fortifications occupied by the Scorpion. Right from the initial charge, the clone line of defense is torn open and the templars bring the fighting straight inside their old garrison, discreetly supported by Misericord and the thallions who joined her. Alone against Shaka-Morkhai and Arkhos, Nesselith knows she does not stand a chance. She calls the retreat and leaves the Temple of the East to its legitimate owner.

It is obvious, considering the direction of her flight, that Nesselith is not heading back to the Syharhalna, but towards Kal-Nam instead. Arkhos wants to go after her, but he needs the orcs' support. However, the latter refuse to help the Boar; the dwarves were the first to refuse the idea of an alliance. They intend to protect the fortress of the Eagle now that they are rid of the threat looming over their land. They leave for Jackal's lair and the land of the Long Sun.

KÂ-IN-AR (Bear and Griffin versus Scorpion)

Kâ-In-Ar is the capital of the republic of the Ægis. For centuries it has been the home to the Council of Elders, as well as the Isgrim, the Khor headquarters. As the dwarven fortresses fall one after another, a last stand is organized in Kâ-In-Ar, notably by the survivors of Ogh-Hen-Kir. Vegdrassil and Kaël are there, but there is no sign of Tan-Kair's return from the Abyss Mid-Nor. Fortunately the Boar is supported by the Griffin, and Cardinal Aerth himself is leading the conscripts and fusiliers of the Empire. All are ready

to repel the clones' assault as well as the molochs' airborne attacks. The time for revenge had come!

Faced with such determination, Razheem and This-san Ka decide to throw in all their troops. They sacrifice their last tarascuses by ordering a charge against the doors of Kâ-In-Ar. At the same time, they send the molochs to the ramparts of the fortress. The soldiers of Light remain dispersed to avoid a repeat of the disaster of Ogh-Hen-Kir, and the molochs take the opportunity to infiltrate deep inside the fortress. Despite the heavy losses, the demons manage to open the doors of the city, offering it to Razheem. The latter rushes into the breach, followed first by aberration primes and soon after by all his legions.

All the defensive strategies of the Boar are employed. Traps and ambushes eliminate many Scorpion troops, but not enough to stop them. Razheem and This-san Ka perpetrate a real massacre. However, Kaël and Aerth lead a heroic resistance. While despair and the stakes of the battle heighten the fighters' determination, the cardinal discovers that the dwarves make it easier for him to call miracles of Merin. As the fighting makes its way to the council chamber, Tan-Kair suddenly appears from the city's underground; leading a flamboyant counter-offensive. Faced with the living legend of the Boar and the Dean of the Griffin, Razheem and This-san Ka are no match. A single look around at the Council of Elders, the Insane realizes that his task is already completed: the most leaders of the Republic are already mortally wounded. There is no point staying any longer.



Razheem calls the retreat. But rather than turn around, he dashes westwards. He leaves behind a fortress torn open, a city in ruins and a republic on its knees. Pulling themselves from the debris, Tan-Kair and Aerth are content with what little they could save. Seeing Razheem heading for Avagddu, they understand that the dance of the Scorpion is not over yet and emissaries are sent out to the Temple of the North.

THE LANDING OF OGH-HEN-KIR (BOAR AND GRIFFIN VERSUS SCORPION)

Since the fall of Ogh-Hen-Kir, the former dwarven fortress is occupied by the Scorpion. The dwarves are forced to live under the implacable domination of the clones and are put to work until they fall down dead. Under the command of Kheris, the garrison of Ogh-Hen-Kir intends to make a mighty Scorpion fortress of the old dwarven city: the port is a crucial communication route since the Temple of the South has not yet fallen. Furthermore, it has become the operational base for the Scorpion fleet in the Migol Sea.

One misty morning, several vessels of the fleet make it back to the port showing some serious structural damage: Griffin ships full of conscripts and fusiliers are approaching! Led by Abel the Ill-Tempered, the Imperial Army is there to recapture the dwarven coastal fortress. The boats are also carrying Saphon the Purifier with his inquisitors, Severian and the templars who have been following him since the battle of the Mourners' gorge, as well as a group of dwarves who had fled with him after the fall of the city. The Griffin ships are accompanied by ships hired from the guild of Architects. Aboard them, Carrache the bomblayer has been put in charge of a contingent of siege engineers and an impressive artillery battery.

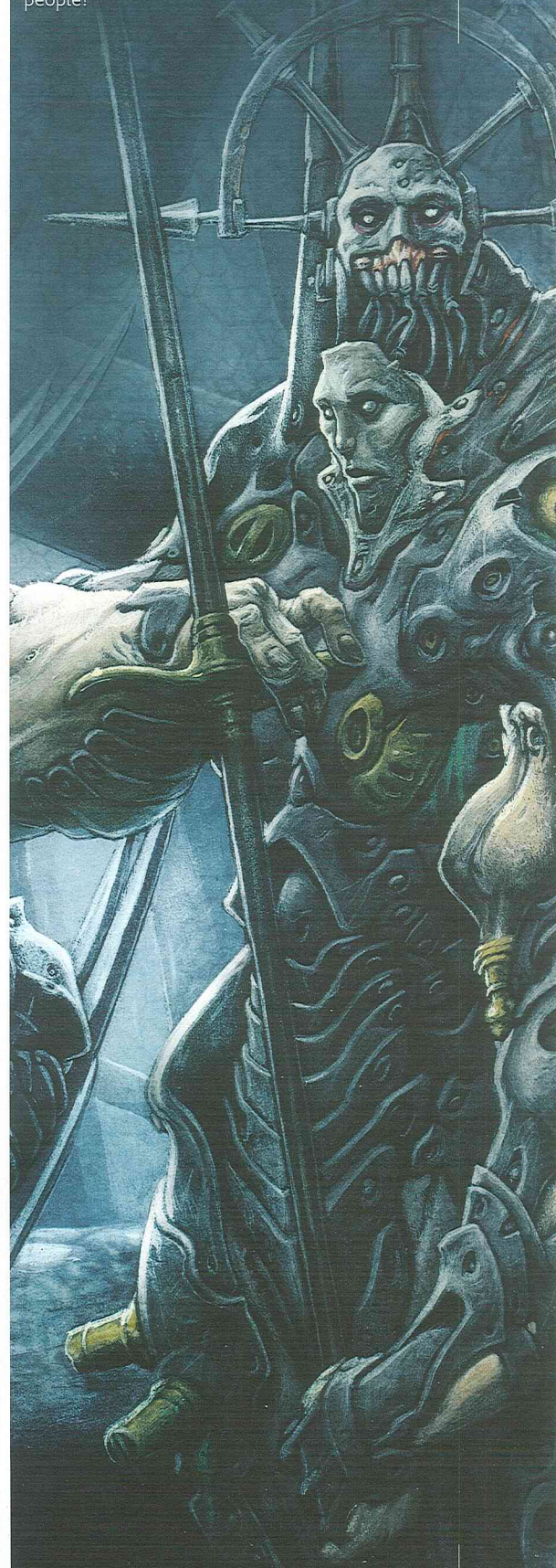
The Cadwë ships bombard the city all morning. Kheris responds by sending out the few molochs This-san Ka had left him. The Griffin fusiliers do not give them time to get anywhere near the ships. On Cypher Lukhan's advice, Kheris plays dead and orders his troops to wait for the landing.

Confident, Abel the Ill-Tempered gives the order to land at noon. The conscripts, the inquisitors and the templars charge through the port devastated by the bombardment. In the city streets, they are ambushed by Kheris' clones and Cypher Lukhan himself. Faced with this genetic abomination, even Severian and Abel are powerless. Working together, Carrache and Saphon set a trap for the Kheratis champion. They lure him into a street stacked with gunpower barrels, which they blow up from the roof tops. No-one ever found the corpse afterwards.

CHRONOLOGY

I 004 (Autumn/Fall)	Battle of the Temple of the South Fall of the Temple of the East Battle of Ogh-Hen-Kir
I 004 (Winter)	Siege of Kal-Nam
I 005 (Spring)	Fall of Kal-Nam Battle of Lor-An-Kor
I 005 (Winter)	Jackal's den
I 006 (Spring)	Gorge of the Shoals
I 007 (Spring)	Battle of the Roof of the World
I 007 (Autumn/Fall)	The return of Arkhos
I 007 (Winter)	Battle of Kâ-In-Ar Landing of Ogh-Hen-Kir

After this symbolic victory, the Griffin and the Boar win the initiative over the Scorpion. Kheris orders his troops to retreat and the clones leave the fortress. They are told to fall back to Kal-Nam. At night fall, Akkylannians and dwarfs celebrate their double victory: their alliance and the survival of the dwarven people!





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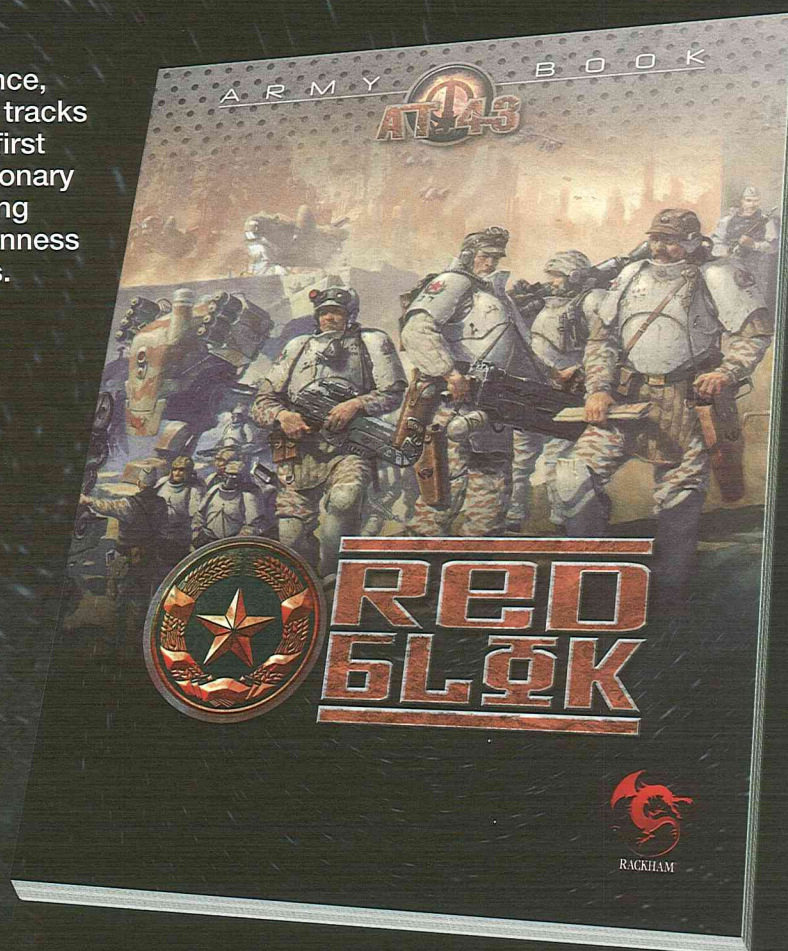
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FAMILIARS

Only a character with the ability Incantate (Element) can be given a familiar. This servant is generally a gift made by Voyagers or sishirs to people who helped them. This gift can be eternal or ephemeral (in this case the servant is returned to his Realm of origin when the time has come).

A magical familiar gives several advantages:

- The character considers his Path of magic (Element of the familiar) to be one point higher. This allows him to learn an extra spell related to Element of the familiar. If the latter ever disappears, the magician forgets how to cast the spell.

- At the beginning of each opposition, the player must roll a Dominate/STY on the familiar's subservience table. He can spend gems of mana of the familiar's Element of origin to increase his chances, just like when casting a spell. If he wishes to, a magician can choose a bonus one rank below the result obtain. The effect obtained only applies when the familiar is within 5 squares of his owner.



If the magician is killed, his familiar disappears at the same time as him, without consequence. If the familiar is killed, the magician controlling him must sacrifice three points from the Reserve of one or several of his gems. This loss is definitive. This rule does not apply if the familiar was sacrificed with the distinctive feature Devotion/X. If the magician doesn't have the mana required, he loses as many health points he has per state of health, but does not lose any mana.

FAMILIAR'S SUBSERVIENCE TABLE

0 or less	The magician rolls one die less when casting spells during this opposition.
1 to 4	The Reserve of a gem tied to the familiar's Element is increased by 1.
5 to 8	The Rebirth of a gem tied to the familiar's Element is increased by 2.
9 to 12	The free dice used for casting spells using the familiar's Element become bonus dice.
13 and +	The magician gets a +1 on all Incantate tests, apart for those tied to Elements opposed to that of the familiar (see <i>Players handbook</i> pp. 257-258).

THE FAMILIARS

Element	 AIR	 WATER	 FIRE	 EARTH	 LIGHT	 DARKNESS
Potential	2					
Dominant attitude	STY	SUB	PUG	SLE	DIS	OPP
Size	Short (2)					
Movement	4	5	4	3	5	3
PUG	2	2	4	2	2	3
SLE	2	2	3	4	2	2
STY	4	3	2	2	3	2
OPP	2	2	2	2	2	4
SUB	3	4	2	2	2	2
DIS	2	2	2	3	4	2

Distinctive feature: Devotion/3.

UNhurt	■ ■
L. Wound	■ ■
S. Wound	■ ■
C. Wound	■ ■
INCapacitated	■ ■

Natural weapons: Elementary attack (Pow. 2, Rate. 2, Range 4/8/16, Rel. 0), claws.

Armor: -

Abilities: • Bash/PUG 2
• Feel/SUB 2
• Shoot/SLE 2

• Dodge/OPP 2
• Look out/DIS 2
• Stunt/STY 2

ELEMEN+ALS

ELEMEN+AL SUMMONING

Cost: 5 gems of the Elemental's element.

Difficulty: Free.

Target: None.

Range: 8 squares.

Duration: One hour.

Before the casting, the magician points out a zone, within range of the spell. The Incantate test (Elemental's Element) is then rolled.

The final result will give the Elemental's basic behavior. A die is used to mark it.

At the beginning of each round, behavior falls one level. The magician can spend three points of mana of the associated Element to maintain the level. When he spends at least five points of mana, he can increase the behavior one level.

ELEMEN+ALS

Elementals are incarnations of Elements and Principles. This means they obey the same oppositions (see *Players handbook* pp. 257-258): when an Elemental inflicts a Damage roll to an Elemental of an opposite Element or Principle, it keeps one extra die (Darkness is opposed to all others). On the other hand, when an Elemental inflicts a Damage roll to another Elemental of the same Element or Principle (except Darkness), it does not benefit from the adding rule.

ELEMEN+AL OF AIR



Elementals of Air embody the intangible and elusive essence of their Element. They can pass through the thickest wall in a breath or find inside themselves the strength of the storm. Their singular nature and customs make them the natural enemies of Elementals of Earth. Extraordinary battles have taken place around fortresses of Earth, the only strongholds the envoys of Air have never managed to intrude.

Elementals of Air have two special capacities. Only one of them can be used per round, and its use must be declared when the Elemental's dice are split.

Avatar of storms: The Elemental's MOV becomes 0. The Elemental benefits from Target/3 until the end of the round. All friendly characters located at the same level as the Elemental benefit from Target/1 as long as they are within 8 squares of it.

NEW DISTINCTIVE
FEATURE: TARGET/X

There are two versions of this distinctive feature, one with X and one with -X. In the first case, it is an advantage; in the second, it is a disadvantage.

In Target/X, X gives the number of compulsory gambles needed from the marksman targeting the character.

• In Target/-X, X gives the number of free gambles the marksman receives for shooting at the target.

Obligation:

• Target/X: The character automatically dodges any harmless object (i.e. not causing a Damage roll), thrown his way by his companions.

• Target/-X: The character automatically catches any harmless object (i.e. not causing a Damage roll), thrown his way by his companions.

Yowlwind: The Elemental benefits from the feat "Ethereal" (see *Secrets*, volume 1, p.52) until the end of the round. In the meantime, it cannot place any dice in action.

ELEMEN+AL OF FIRE

Elementals of Fire are warlike manifestations of the power of this Element. For an inhabitant of Aark-lash, they evoke a living brazier, an inferno that burns everything to the ground, leaving only the charred flesh of its prey.

Elementals of Fire have a special capacity that costs them one fact (1d6) to use:

Flamboyant eruption: The Elemental of Fire performs a free shot against each character located within 4 squares of it. It only gets one die for each of these tests. The characters that are hit suffer a Damage roll as if they had been hit by its elemental projection. The Elemental loses four health points. It can only use this fact once per round.



BEHAVIOR TABLE

0 or less /Destruction	The Elemental disappears immediately.
1 to 5/Dissension « 2 »	The Elemental rebels. During the speech round, it will place all its dice in action and turn against the magician. It becomes a creature controlled by the game master.
6 to 10/Alliance « 3 »	The magician doesn't manage to control the Elemental. During the next speech round, it will place all its dice in action and attack the magician's enemy fighter closest to it. If there is no enemy in the zone, it remains where it stands waiting for the magician's orders.
11 to 15/Obedience « 4 »	The magician has perfect control over the Elemental.
16 to 20/Synergy « 5 »	The magician has perfect control over the Elemental. The Elemental gives the magician certain bonuses as long as its behavior remains at this level. These bonuses vary depending on the type of Elemental: • Darkness, Fire and Air: +1 to DIS and PUG; • Light, Earth and Water: +1 to SLE and SUB.
21 and +/Symbiosis « 6 »	The same effects as for synergy are applied. The Elemental gets certain bonuses as long as its behavior remains at this level. • Darkness, Fire and Air: +2 to DIS and PUG; • Light, Earth and Water: +2 to SLE and SUB.

ELEMENTAL OF WATER

Elementals of Water embody the changing and unstable nature of their Element. They can ooze their way through the tiniest fault and roar like the most furious waterfalls. Combining the adaptability of water with the sheer power of tidal waves, they break upon the enemies, defending their Realm and their allies with whom they have magical treatise.



Elementals of Water get "Scout" as a feat in addition to the other feats indicated on their character sheet. They may use it when they are deployed on the game board or when they are summoned during an opposition.

ELEMENTAL OF LIGHT

Elementals of Light travel the infinity of Realms of Creation in the name of the Principle of clarity. Their benevolence is legendary. They bear with them the force of Light and bring salvation to the darkest places. Their ire, on the other hand, is quite unheard of: very few miscreants survive to tell the tale.

Elementals of Light are immune to all forms of fear, including the fear caused by the Living dead, Hyperians and Beings of Darkness.



Elementals of Light have a special capacity, the use of which is to be declared when the dice are split.

Sovereign clarity: The player points out a character the Elemental can see. Each gem of Light this character holds immediately regains a number of mana points equal to its rebirth.

ELEMENTAL OF AIR

Potential: 4

Dominant attitude: STYLE.

Size: Large (4).

Power: 4

Movement: 8

U: ☐☐☐☐

LW: ☐☐☐☐

SW: ☐☐☐☐

CW: ☐☐☐☐

INC: ☐☐☐☐

Distinctive feature: -

Feat: Flight.

Characteristics:

• PUG 3 (FEAR 4)

• SLE 3

• STY 5

• OPP 3 (DEF 4)

• SUB 4

• DIS 3 (MAS 4)

Abilities:

• Charge/PUG 2

• Dodge/OPP 3

• Pierce/SLE 2

• Shoot/SLE 2

• Slash/PUG 2

• Stunt/STY 3

Protection: Natural armor (2).

Natural weapons	Par. Mod.	Dam. Mod.	Type	Reach	Conc.
Beak	0	0	P	I	na
Claws	0	-I	S	0	na

Weapon	Pow	Rate	Range
Elemental projection	5*	2	8/12/16

* Keep the two best dice.

ELEMENTAL OF FIRE

Potential: 4

Dominant attitude: PUGnacity.

Size: Large (4).

Power: 4

Movement: 6

U: ☐☐☐☐

LW: ☐☐☐☐

SW: ☐☐☐☐

CW: ☐☐☐☐

INC: ☐☐☐☐

Distinctive feature: -

Feat: War fury.

Characteristics:

• PUG 5 (FEAR 6)

• SLE 4

• STY 3

• OPP 3 (DEF 4)

• SUB 3

• DIS 3 (MAS 4)

Abilities:

• Charge/PUG 2

• Force/PUG 2

• Intimidate/PUG 2

• Parry/STY 3

• Shoot/SLE 2

• Slash/PUG 3

Protection: Natural armor (3).

Natural weapons	Par. Mod.	Dam. Mod.	Type	Reach	Conc.
Claws of steel	0	+3	S	0	na

Weapon	Pow	Rate	Range
Elemental projection	6*	2	4/8/12

* Keep the two best dice.

ELEMENTAL OF WATER

Potential: 4

Dominant attitude: SUBtlety.

Size: Large (4).

Power: 4

Movement: 6

U: ☐☐☐☐

LW: ☐☐☐☐

SW: ☐☐☐☐

CW: ☐☐☐☐

INC: ☐☐☐☐

Distinctive feature: -

Feat: Concentration/2.

Characteristics:

• PUG 3 (FEAR 4)

• SLE 4

• STY 3

• OPP 3 (DEF 4)

• SUB 5

• DIS 3 (MAS 4)

Abilities:

• Bash/PUG 2

• Charge/PUG 2

• Disarm/SUB 2

• Dodge/OPP 3

• Shoot/SLE 2

• Slither/SLE 4

Protection: Natural armor (2).

Natural weapons	Par. Mod.	Dam. Mod.	Type	Reach	Conc.
Coral nodule	0	+I	B	I	na

Weapon	Pow	Rate	Range
Elemental projection	5*	2	4/8/12

* Keep the two best dice.

ELEMENTAL OF DARKNESS



Of all Elemental manifestations, those of Darkness are the most destructive and frightening. They appear when corruption, entropy and chaos take shape on Aarklash.

Elementals of Darkness are immune to all forms of Fear, apart from fear generated by Hyperians.

Elementals of Darkness have two special capacities:

Superior elemental projection: When it uses its Elemental projection, an Elemental of Darkness can choose to resolve an area of effect artillery shot. In this case, it does not get to use the adding rule on the Shoot/STY test.

Embrace of the void: This special capacity costs one fact (1d6). When an Elemental uses it, all the characters whom the Elemental is in contact with suffer a POW 2 Damage roll. This capacity has no effect on Elemental beings, the Immortals of Darkness, Hyperians and characters with the distinctive features "Stable", "Spirit of Darkness" or "Immunity/Darkness".

ELEMENTAL OF EARTH

Elementals of Earth are warlike manifestations of the power of this Element. For inhabitants of Aarklash they evoke solidity, they are the crevice that opens under the enemy's foot, the rock that smashes the arrogant.

Elementals of Earth have a special capacity. To use it, an Elemental must call it when the dice are split.

Strength of the Earth: An Elemental of Earth can only use this capacity when it is in contact with no enemy at all. It cannot make any move during this round and its miniature is considered an indestructible, unalterable and unyielding obstacle.

At the beginning of the following round, it comes back to life. All its Wounds are then healed, all the game effects it was subjected to are dispelled and, until the end of the round, it benefits from +1d6 to Dam. Mod for all its attacks, +1d6 to its PRO and gets the feat "Regeneration/2". An Elemental can only use this capacity once per opposition.

ELEMENTAL OF LIGHT

Potential: 4

Dominant attitude:

DIScipline.

Size: Large (4).

Power: 4

Movement: 6

I: ☐ ☐ ☐ ☐

LW: ☐ ☐ ☐ ☐

SW: ☐ ☐ ☐ ☐

CW: ☐ ☐ ☐ ☐

INC: ☐ ☐ ☐ ☐

Distinctive feature: -

Feat: Flight.



Characteristics:

• PUG 3 (FEAR 4)

• SLE 3

• STY 4

• OPP 3 (DEF 4)

• SUB 3

• DIS 5 (MAS 6)

Abilities:

• Bash/PUG 2

• Dodge/OPP 3

• Look out/DIS 2

• Shoot/SLE 2

• Stunt/STY 4

Protection: Natural armor (3).

Natural weapons	Par. Mod	Dam. Mod	Type	Reach	Conc.
Fists	0	-2	C	0	na

Weapon	Pow	Rate	Range
Elemental projection	5*	2	6/10/14

* Keep the two best dice.

ELEMENTAL OF DARKNESS

Potential: 4

Dominant attitude:

OPPportunism.

Size: Large (4).

Power: 4

Movement: 6

I: ☐ ☐ ☐ ☐

LW: ☐ ☐ ☐ ☐

SW: ☐ ☐ ☐ ☐

CW: ☐ ☐ ☐ ☐

INC: ☐ ☐ ☐ ☐

Distinctive feature: -

Feat: Dreadful.



Characteristics:

• PUG 4 (FEAR 5)

• SLE 3

• STY 3

• OPP 5 (DEF 6)

• SUB 3

• DIS 3 (MAS 4)

Abilities:

• Bash/PUG 2

• Dodge/OPP 2

• Force/PUG 2

• Intimidate/PUG 3

• Pierce/SLE 3

• Shoot/SLE 2

Protection: Natural armor (3).

Natural weapons	Par. Mod	Dam. Mod	Type	Reach	Conc.
Horns	0	0	P	0	na
Fists	0	-2	C	0	na

Weapon	Pow	Rate	Range
Elemental projection	7*	2	6/12/16

* Keep the two best dice.

ELEMENTAL OF EARTH

Potential: 4

Dominant attitude: SLEight.

Size: Large (4).

Power: 4

Movement: 4

I: ☐ ☐ ☐ ☐

LW: ☐ ☐ ☐ ☐

SW: ☐ ☐ ☐ ☐

CW: ☐ ☐ ☐ ☐

INC: ☐ ☐ ☐ ☐

Distinctive feature: -

Feat: Hard Boiled.



Characteristics:

• PUG 3 (FEAR 4)

• SLE 5

• STY 3

• OPP 3 (DEF 4)

• SUB 3

• DIS 4 (MAS 5)

Abilities:

• Bash/PUG 2

• Endure/PUG 3

• Force/PUG 2

• Intimidate/PUG 3

• Shoot/SLE 2

Protection: Natural armor (7).

Natural weapons	Par. Mod	Dam. Mod	Type	Reach	Conc.
Fists	0	-2	C	0	na

Weapon	Pow	Rate	Range
Elemental projection	5*	2	4/6/8

* Keep the two best dice.



THE DRUNE SCOURGES

CONTRARY TO WHAT IS USUALLY BELIEVED, DRUNE SCOURGES HAVE DEVELOPED A REFINED AND COMPLEX CIVILIZATION, ALTHOUGH IT DOES NOT RELY ON ARTS OR TECHNOLOGY...

THE SEERS OF CAER MAED ARE PHILOSOPHERS.

THEY HAVE DEVELOPED A POWERFUL AND MONSTROUS PHILOSOPHY; BASED ON EVERYTHING ORDINARY PEOPLE CONSIDER MOST GRUESOME AND TERRIFYING: TORTURE, CANNIBALISM, MURDER...

BY CHALLENGING THE GODS, THEY HAVE BECOME THE ENEMIES OF ALL OTHER NATIONS: A REBELLION THAT PUTS THEIR EXISTENCE IN JEOPARDY.



THE CHAIN OF SCOURGES

In Caer Maed, in the Black Woods, in Mount Silence... A complex, and some would say decadent, civilization has developed, almost unseen. Outside the Drune themselves, no other people on Aarklash can claim to understand the functioning and the nature of this society built in Darkness, from Darkness and by Darkness.

The way of life and the philosophy of the Seers of Caer Maed put forward the darkest aspects of the human soul; furthering aspirations that reach beyond simplistic concepts such as good and evil. Drune are an incarnation of Darkness itself. They have explored its meanders and discovered its essence.

The organization of Drune society is soaked in Darkness. They are led by the wyrds who rule the

everyday life of the scourges. Behind these characters lies another, deeper, layer of Darkness, surrounding the council of the wyrd lords: seven scourge chiefs, the great priest of the necropolis, as well as a ninth character known as the mysterious Dead Eye. This council decides the future of the Drune clan. For those who have the heart, it is possible to go even deeper into the darkness, beyond the council. Some look to the deepest parts of the Black woods where the reclusive ninth wyrd lord lives, feared by all Seers. Even then, who knows what darkness lies still beyond him?

For those who cannot see in the dark, such a way of life has to be a failure. The Seers of Caer Maed are condemned to extinction sooner or later: each year, the Drune are fewer and they become more isolated. Their development failed to resolve two opposing problems: the Seers of Caer Maed are hard pressed by an imperious necessity, survival, while they pursue an inaccessible and suicidal goal, the end of the gods.

They need to survive in spite of the almost universal opposition of all the peoples of the Aarklash. The harshness of survival and their absolute refusal of having anything to do with the gods have led the Drune to build a society as complex as it is inhumane. A society built on a succession of choices that could only lead them to darkness. A society that will take them so far from the human condition that they will be lost to the gods. Female condition is the most blatant example, although all Seers of Caer Maed are subjected to similar choices.

The Drune deeply despise all less enlightened nations that enslave their women, condemning them to an same fate: daughter, wife, mother. Drune women are free. They usually choose to remain in the depths of Drun Aeryfh and dedicate their life to procreation. Some may choose to become lanyfhs and serve as scouts, on the first line of defense of Drun Aeryfh. A minority finally become warriors by joining

the karnaghs or by joining a war staff for instance. These warriors are few in number, since women are a precious resource as mothers of the future Drune. Although the choice is theirs, the wyrds make sure it is a difficult choice: women's education is not stressed on combat. No matter the choice these women make, like all other Drune they will never know gentleness or pity. The mothers will carry child after child until they die. The lanyfhs will be left to die in the woods; their only hope of survival being to eat and kill like wild animals. The warrior women are destined to die in battle and they will be sacrificed whenever strategic imperatives make it necessary.

The inaccessible objective of the Drune, bringing about the end of the gods, has deeply influenced the way they think and live. To escape the manipulations of the deceitful gods, the Drune have chosen to see themselves as the blind gears working for their society. Their society itself does not recognize them as individuals, only functions serving a greater social organization. Even in death, they still try to keep away from divine grasp by mummifying their deceased and locking their souls inside the decaying body.

And to the insane who still worship the gods, the Drune reserve their treatment of choice. Having made pain the vector of the message of the Drune rebellion, they practice many sophisticated tortures. The pain of the believers is meant to reach to the gods. The body and soul of the victims are then thrown to the appetite of the Seers of Caer Maed, who believe they steal their enemy's strength, thus robbing the gods of it!

WHAT THE BLIND KNOW OF THE SEERS

The Drune clan was born from a political and mythical quarrel: the only king they recognize is Cernunnos, the Horned king, who disappeared during the Kelt age of myths. The king chose to go into exile following the deception of a jealous god, but the Seers of Caer Maed know he will return one day. They are waiting for him, contrary to other Kelts who have recognized other lieges and broken, *de facto*, their oath of allegiance.

Yet this was not the only reason that led the Drune into permanent exile. Soon after they had left the tribes of the plains their encampment was attacked; their women and children were massacred by servants of the gods. This definitely carved the hate for the gods into the hearts of the Drune. Today, their quest of destruction is supported by the formors and the Shadowy-one, the evil entity that gave birth to the monstrous formors.

THE GNOSIS

The Gnosis is both a philosophy and a doctrine that rules the life (and death) of the Drune. Its unique foundation is the following: the gods are evil and deceitful. All they seek is to increase their own power and to destroy all mortals.

Therefore, the Gnosis describes ways of fighting the gods and escaping their grasp. In addition to an extremely high level of philosophical consideration, it gives advice on how life should be lived. It describes how to behave and it details the many actions the Seer should undertake to fight the gods. Spiritual purification, cannibalism, torture techniques and specific diets are all

subjects treated by the Gnosis, in order to provide the means to fight the divine enemy.

Very few mortals, besides the Drune themselves, have had the opportunity to consult this considerable collection of knowledge. The few that did get a chance had to acknowledge the extraordinary depth of the Drune analysis...as well as the inhumane horror supported by it!

SCOURGE: THE SHADOWY-ONE

Emblem: A horned skull.
Main hero: The Shadowy-one.
Territory: Drun Aeryfh.
Wyrd: Karaenlòn, the Bastard of Agoth.
Favorite allies: None.

In the end, only the strongest and the purest among the dark ones shall survive. Humans are irresistibly tempted by the adoration of the divine. Humanity aspires to cowardice and sloth, man is ready to abandon its free will and return to the slavery of the gods. Formors are strong and pure. They do not know the temptations of worshiping the gods since they do not owe them their existence. All formors know who is at the origin of their race: first comes the Horned king and the Shadowy-one, then comes Agoth, their son. The Shadowy-one is in fact a God. Yet after having claimed the contrary for so long, the formors have ended up believing their own lies and in their supposed spiritual superiority over humanity...

Karaenlòn, who rules the scourge, has solidly demonstrated the validity of these theories and he is trying to export them to other scourges. Among his own he has the support of all, including humans. All admit the necessity for humans to submit to formors. Humans cannot be saved from divine oppression by their own merit. They need the wise directions of former masters. Only the latter are worthy of leading the war against the gods, man is just a hopeless creature! The scourge of the Shadowy-one has not yet determined if humanity should be destroyed as soon as Drune victory is achieved, or if it is possible to spare some of them. This question is the object of another stormy debate.



Karaenlòn, the bastard of Agoth, is the wyrd of the scourge. He and his many descendants are called the "black tyrants" after their appetite for domination. Karaenlòn is not driven by ambition though. He rejects the sheer idea of individualism. He is simply the best suited to lead the scourge of the Shadowy-one. His perfectly rational organization of the clan and his sharp mind have always helped him obtain results no human could contradict: aren't the formors of his scourge the strongest and most devout to the Shadowy-one?



SCOURGE: GWYRD AN CAERN

Emblem: Skin from a flayed face.
Main hero: Na'goth.
Territory: Mount Gwyrd-An-Caern.
Wyrd: Naghtha the Ghost.
Favorite allies: Limbos of Acheron, disciples of the Beast.

The ghastly mountain of Gwyrd-An-Caern is in fact the Drune necropolis. This is the reason why the scourge counts more dead than living members in its ranks. The scourge of Gwyrd-An-Caern constitutes the final rampart standing between the Drune and the worst fate possible for them: the scourge of Gwyrd-An-Caern is the keeper of the remains of the dead warriors and wyrds of old. The scourge's task is to keep them out of the gods' reach. The deceased's soul should never, ever, feed the cannibal divinities revered by less enlightened peoples! Their philosophical extremism on this particular point is the reason why their initial alliance with the Abyss of Mid-Nor was broken. The Seers of Gwyrd-An-Caern consider them impure since they are possessed by a being willing to become a god.

The many tunnels running through Gwyrd-An-Caern are where the wraiths are left to rest. Wraiths are embalmed corpses of warriors whose souls are prevented from leaving the world of mortals, so the gods cannot feed on them. Such a goal implies complex mummifying rituals, including not only the

preparation of the body, but also ceremonies during which horrendous cannibal feasts are organized. The souls, trapped in the mummified corpses, still animate the deceased.

In Gwyrd-An-Caern, the dead never rest in peace. They simply wait for their time.

This is also the second mission of the scourge: Gwyrd-An-Caern is in charge of the Drune army of the dead, the dead must be kept on the war path. Now that the time for the Rag'narok has come, the dead must answer the battle call and participate in the victory of the Seers of Caer Maed over divine oppression. Unfortunately, there are not enough living Drune to take care of the many corpses that are slowly decaying. Only the strongest wraiths, like Ardokath the Watchful, are still able to talk. They lead the hordes into battle, acting as intermediaries between the living and the mummified ancestors.

Naghtha the Ghost is not only a wyrd but also a wraith. Time has no power over Naghtha the Ghost, who lost all traces of sanity long ago, along with most of his body. He now rules, almost disincarnated, over the scourge of Gwyrd-An-Caern. Stories have been told in whispers that he had many Drune of the scourge mummified alive, long before their time had come. One thing is sure though, pointing out the wraiths from the ordinary warriors is sometimes difficult in this scourge!



SCOURGE: THE RED SCOURGE

Emblem: A red wolf with stag antlers.

Main hero: Cernunnos.

Territory: Dun Scaith.

Wyrd: Kerdach, the Death-bringer.

Favorite allies: Limbos of Acheron, disciple of the Beast.

The Red scourge is the youngest and most active. This scourge is the spearhead in the invasion of the plains of Avagddu, progressing further each day into Kelt territory. Kerdach's army kills without discrimination all those who stand in its way and enslaves the rest. The gruesome trophies worn by the warriors and their hideous tribal scars only add to the aura of darkness surrounding them. However, their glory and reputation is the result of their bold feats of arms. Their life and raids only have meaning because of the exploits there are able to pull off. As they come knocking at the doors of the kingdom of Alahan, they are preparing a breakthrough that will leave a lasting mark in the history of the Rag'narok.

The emblem of the Red scourge was once shown on the standard of Tyramòn, a powerful former chief who fell under the blows of the Sessair champion Baal the Conqueror during the battle of Dun Scaith. Over the following years, hordes of young warriors spontaneously gathered around Drun Aerfh to raid the city. They were not yet a scourge, but they were

soon about to become one...The raids kept intensifying until 1 002, when a band, bolder than the others, managed to assassinate the king of Dun Scaith and open the city gates from the inside. Their victory federated the scattered bands of warriors into a real army, marking the launch of the current Drune offensive. The Red scourge was born from this great feat. Their tradition of extreme boldness led them to a new conviction they wish to add to the Gnosis: impossible does not exist. Anything is possible for someone who hates the gods strongly enough!

Kerdach, the Death-bearer, was the chief of the horde that massacred the defenders of Dun Scaith. This Karnagh and former free leaguer traveled the world before joining his kinsmen for the Rag'narok. His knowledge of military techniques had great impact on his many victories. The younger Drune warriors see him as a role model, a merciless warrior, who sows fear in the hearts of his foes before murdering them. The skills and popularity of Kerdach quickly made him the youngest wyrd ever.

The Death-bringer is hiding two character traits, obtained in Cadwallon, that certainly mean he would be disgraced if they were revealed: ambition and individualism. The Gnosis, the legend of Cernunnos, destroying the gods... He does not care for all that. He kills for pleasure and sells most of his slaves to his allies.

SCOURGE: THE HORNEVIL

Emblem: A horse skull.

Main hero: Cernunnos.

Territory: The plain of Avagddu.

Wyrd: Dwarthach, the Lord of the hunt.

Favorite allies: The Limbos of Acheron, the Possessed of the Abyss, the disciples of the Beast.

Not all the Drune live in Drun Aeryfh, the Invisible city. Some of them, braver or bolder than the others, have been pursuing the quest of the Horned king for centuries after the division that shook Kelt civilization. Perpetual rovers of hostile territories, the warriors of the Horned evil are less corrupted by Darkness than their brothers. They are the ones perpetuating the legacy of Cernunnos, the one and only king of the Kelts. They believe they are the legitimate masters of the Kelt nation, descending, if not by blood, by spirit from the Horned king. However, their rule knows no kindness, no love. The tribes of the plain having abandoned their former allegiance, now they must be forced to pay tribute and reject their cowardly submission to the gods.

The princes of Kel have created a nomadic scourge, whose main function is to remind the world that Cernunnos has only left and that he will be back. The nomadic warlords known as Raiders carry back to Drun Aerfh the fruit of their plunders, providing the Invisible city with what cannot be found in the Black woods: refined metals, cereal, salt, fish, cattle... Striking here and there, the riders of the Horned evil always escape reprisals: on horseback they have no equal. Many Kelt tribes have bitterly regretted oaths of revenge taken in haste: while their warriors chased the shadow of the princes of Kel, the scourge was annihilating their defenseless encampments.



Dwarthach, the Lord of the hunt, is the wyrd of the Horned evil. It is claimed that his lineage goes back to Cernunnos himself. This proud rider is only tolerated by other wyrds for his devotion to the quest of the Horned king...And because he has always been able to find the resources necessary for the survival of the Invisible city whenever it was needed. Besides, his hate of the gods has been expressed many times against the wretched Sessair who have tried to oppose him. Of all Drune scourges, it is the Horned evil that has the greatest torture artists.

SCOURGE: MOUNT SILENCE

Emblème : Emblem: A sewed mouth.

Main hero: Cernunnos.

Territory: Drun Aeryfh.

Wyrd: Rugreth, The Ogre of the Black Woods.

Favorite allies: No ally would follow them down the path of pain.

Some scourges are entirely dedicated to one aspect of the Gnosis. Mount Silence chose to study what made humanity such easy prey for the gods. After centuries of introspection, the scourge leaders have determined where the weakness lies: men suffer and try to escape the suffering, of both mind and body, by adoring superior entities. Having reached this answer, the scourge of Mount Silence has set out to eradicate this weakness. The members of the scourge willingly inflict themselves with horrifying amounts of pain and make it their duty to bear it in utmost silence.

The scourge owes its name to the creed it invented to endure the pain: "The pain is buried under the mountain of my silence". Having mastered suffering, the members of Mount Silence study its nature in order to transcend it. Pain then becomes mere information, to which no submission is due.

This philosophy has convinced many Drune, including members of other scourges. It largely explains the scars and other self inflicted mutilations the Seers of Caer Maed show. Contrary to what the other peoples of Aarklash believe, this enterprise reveals profound philosophical thinking, and not some primitive barbarian state.



Rugreth, the Ogre of the Black Woods, is the wyrd of this scourge. A simple persecutor at first, then champion persecutor, he developed astonishing resilience to pain. This resilience relies on a deep faith in the Gnosis, served by a sharp mind... And the bodies of countless enemies, whose flesh the Ogre feeds on with delight. Besides, Rugreth has demonstrated reflection skills that few wyrds can equal. He even developed for the members of his scourge a secret move that exploits the enemy's pain to deny him the initiative in combat. A technique so brilliantly complex that even the best blade masters of Akkylanny could not deny its genius.



SCOURGE: THE WITCHES

Emblem: An effigy roughly shaped like a woman, made of bones and pine needles

Main hero: None.

Territory: The Black Woods.

Wyrd: Sheenagh the Demented.

Favorite allies: Limbos of Acheron, Possessed of the Abyss, disciples of the Beast.

This scourge is composed of the women who refused to obey the law of the clan. They preferred to go into exile rather than be treated like breeding stock. Pragmatic as always, the Drune let them go: the Black Woods are a trial more terrible than anything else they could have put these rebels through to test their valor and determination. Gathered in tight knit coteries, these women have studied the foliage of the Black Woods and have quickly become the predatory eyes following the imprudent intruder. The coteries eventually organized themselves around the oldest witch of the Black Woods: Sheenagh the Demented, and so the scourge of the Witches was born.

Survival does not give the scourge much time to develop anything else but the hunting skills and endurance of its members.

These concealment and toxicology experts have become the first line of defense of Drun Aeryfh, as they watch the border of the woods.

The peoples outside the Black Woods, who only know of Seers of Caer Maed through the raiders of the Horned evil and the Witches, have summarized this civilization into its two most notable exceptions. This helped the Witches build their reputation: often believed to be supernatural beings, half-woman, half-beasts, the furies of the scourge are objects of fear. Sessair mothers traditionally threaten to summon the Witches to quieten their boisterous children.

Sheenagh, the Demented, the wyrd of the scourge, makes good use of her reputation. Her venerable age and apparent madness helped her impose her presence on the other wyrds. She also made the Witches a precious resource the Seers of Caer Maed have learned to use. After many years of isolation, Sheenagh the Demented and her followers have finally been accepted by the Drune warlords. Despite their ostracism, they can now take part in the clan's military actions. However, their wild and unpredictable nature is sometimes a source of conflict. Like their wyrd, the Witches have understood that savagery is a source of strength they have to keep feeding from if they want to survive.



SCOURGE: THE RAG'NAROK

Emblem: A black disk.

Main hero: None.

Territory: Drun Aeryfh.

Wyrd: Ghenyfhar, the Bloody hand.

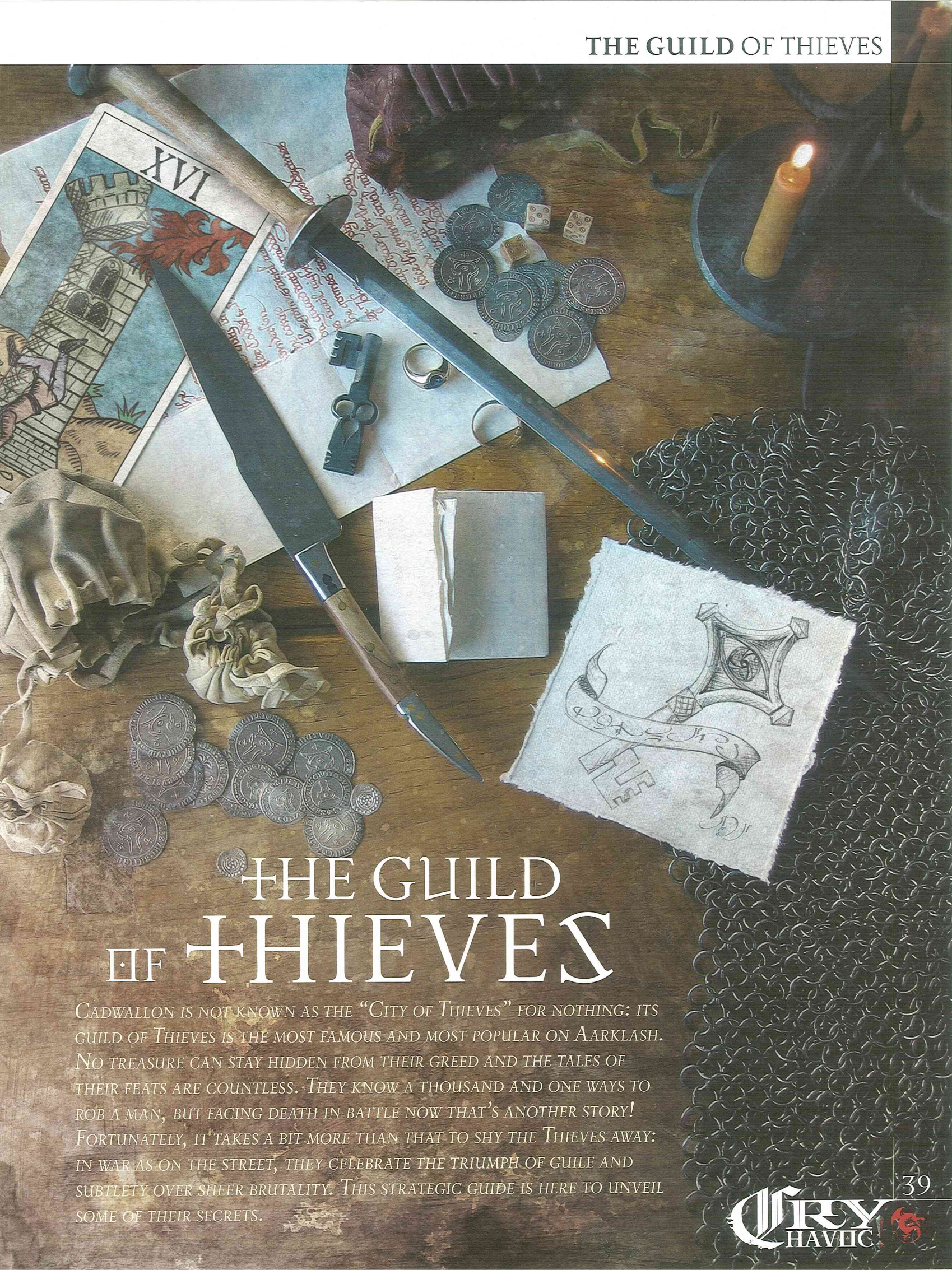
Favorite allies: Only the disciples of the Beast can understand them.

The scourge of the Rag'narok is the most impenetrable for those who are not born in Drune culture. The members of this scourge are believers, assiduous followers of the Gnosis, capable of channeling their hate of the gods and draw from it their monstrous strength. The training of these strange beings consists first of philosophical debate to discuss the nature of the gods and to determine what can be done to refuse them the slightest hold on mortal souls. They then undergo physical training to feed their art of combat with these complex theories. When the members of the scourge take part in battle, they take their inextinguishable hate to levels of passion otherwise inaccessible to mortals. The only equivalent known on Aarklash of such philosophical and spiritual fulfillment is the Noësis. When in the presence of servants of the gods, warriors of the scourge of the Rag'narok have been seen tearing through plate armor with their bare hands and beheading enemies with bone clubs!



In the scourge, the only hierarchy known is that of hatred. It is measured very simply: the more an individual hates the gods, the more feats he can accomplish. The greatest masters of the Gnosis of the Rag'narok are almost insensitive to any supernatural manifestation and can concentrate their hatred of the gods in order to reach a state of warlike trance that combine unmatched physical power and speed.

The most powerful of these masters is also the wyrd of the scourge: **Ghenyfhar, the Bloody hand**. So old he only survives by the strength of his will, he is said to be more than two centuries old. The legend claims that he has already died, but has not taken notice of it and that he keeps on leading his scourge since Death itself was unable to put out the flame of his hate for the Gods. The Bloody hand is used to summary executions: the slightest waver sensed in one of his disciples' faith, and he plunges his crooked fingers and sharp nails into the suspects ribcage, ripping out his heart and liver. "Hatred is the strongest power in the universe" then declares the hoary old man, as he devours his macabre trophies.



OF THE GUILD THIEVES

CADWALLON IS NOT KNOWN AS THE "CITY OF THIEVES" FOR NOTHING: ITS GUILD OF THIEVES IS THE MOST FAMOUS AND MOST POPULAR ON AARKLASH. NO TREASURE CAN STAY HIDDEN FROM THEIR GREED AND THE TALES OF THEIR FEATS ARE COUNTLESS. THEY KNOW A THOUSAND AND ONE WAYS TO ROB A MAN, BUT FACING DEATH IN BATTLE NOW THAT'S ANOTHER STORY! FORTUNATELY, IT TAKES A BIT MORE THAN THAT TO SHY THE THIEVES AWAY: IN WAR AS ON THE STREET, THEY CELEBRATE THE TRIUMPH OF GUILE AND SUBTLETY OVER SHEER BRUTALITY. THIS STRATEGIC GUIDE IS HERE TO UNVEIL SOME OF THEIR SECRETS.

TROOP REVIEW

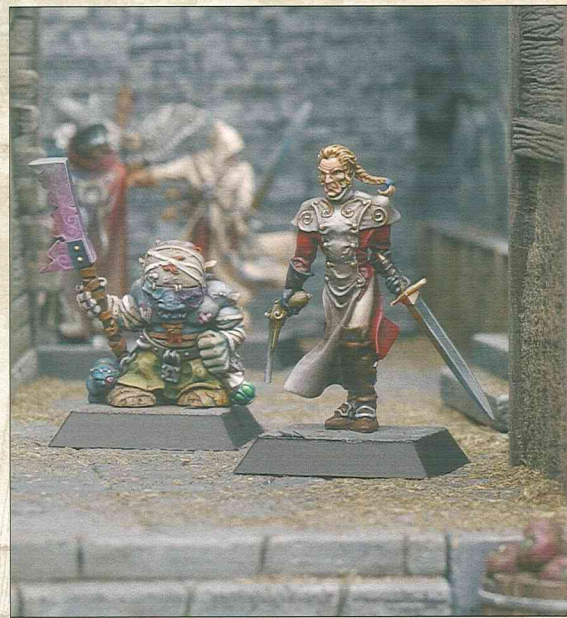
• The **muggers** (15 A.P.), whose reference card is offered with this volume of *Cry Havoc*, constitute, along with the bandits, the main body of troops of the guild of Thieves. Muggers are excellent assault troops meant to protect your more precious pie-

ces, such as the arcanic thieves, and should be used to deal a first immediate blow to the opponent. Equipped with a light weapon and a pistol (AIM 3, Pistol/STR 6, range 10-15-20), they get as close as possible to the enemy to shoot them at point blank

range. Instinctive firing allows them to shoot with a steady hand into a fray before engaging in hand to hand combat (INI 2, ATT/STR 3/5, DEF/RES 2/5). Muggers are not really made of courageous stuff (COU 3) and they clearly lack any kind of discipline (DIS 1). Alone they will not last long against a real professional army; but when gathered around a leader, they form a real band of fighters.

You will find muggers around the corner of every street: recruit them and send them out to fight. If they fall, many others will be ready to replace them the next day. If they make it back...they might find a place in the band.

Muggers can be presented by purifiers of the temple (GREL 08), reapers of Alahan (LISP 05) or falconers of Alahan (LISP 03).



• **Cadwë bandits** (15 A.P.) are equipped for hand to hand combat as well as ranged combat (AIM 3, Bow/STR 3, range 20-40-60). They are experts in neither of the two domains; it is their versatility that is useful. The strategist's skill will be to get the best out of their potential at any moment in the game. In the first round, they usually support the assault from the front line by riddling the enemy with arrows. Once combat is engaged and shooting opportunities have become scarce or hazardous, the bandits will choose to join in the crucial mêlées and/or to eliminate isolated enemies. Using some smart follow up moves, they can also make it through mêlées lines in order to target enemy marksmen and mystics.

Bandits make up the bulk of your army. The trick is to have them shoot in turn as they move on the battlefield, when they advance on the enemy or when they change shooting positions.



GUILD OF THIEVES



The guild of Thieves is affiliated to the Paths of Destiny.

Alliances: Defenders of Tir-Nà-Bor, disciples of the Beast, empire of Syharhalna, limbos of Acheron, Rats of No-Dan-Kar, kingdom of Alahan, web of Ashinân.

Primary element: Air.

Forbidden element: None.



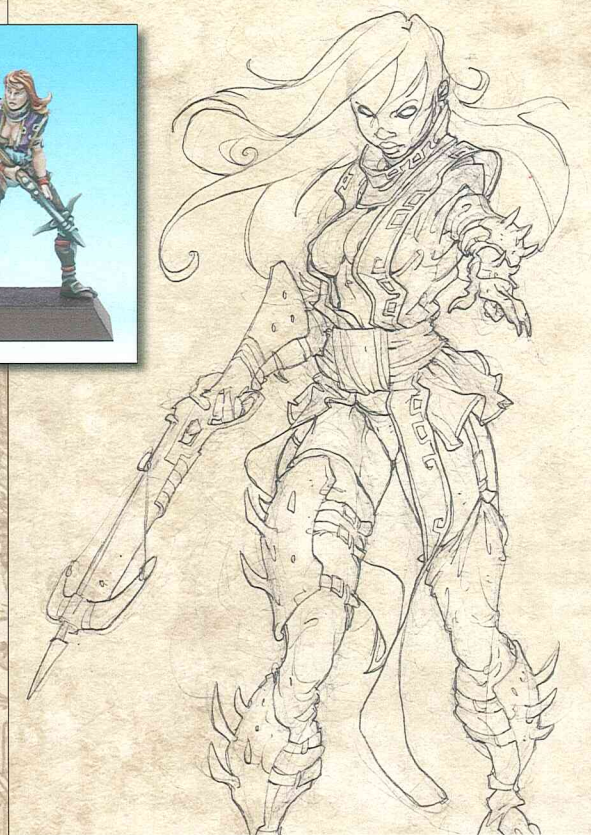
♦ The guild of Thieves has its own particular assassins! The **arcenic thieves** (35 A.P.) show some real autonomy that justifies their reputation as quick merciless killers. With Target/+1, they easily dodge enemy fire and get the maximum out of being behind cover; Bravery (COU 6) allows them to approach the most frightening of enemies without the support of a leader.

The arcanic thieves are the main strike force in the guild of Thieves. Assassin (INI 4, ATT/STR 5/7) and Toxic/2, combined with assault firing (AIM 3, Cross-bow/STR 5, range 15-30-45), will allow them to remove any opponent in a single round, except for cases of extreme Resilience (10 or higher). Once an arcanic thief has eliminated her target, she moves back to cover and prepares her next deadly charge.

Even with Target/+1, they remain vulnerable to enemy fire, particularly artillery fire. It is therefore pointless to send them out on the front line: these exceptional assassins are more useful when sent out to pick on important and isolated targets,

such as Characters or mystics. They have two very useful powers against magicians. Mana killer inflicts -3 to the mana recovery roll of any magician wounded by an arcanic thief and Disturbance wave inflicts a -1 penalty on the Power tests of all enemy magicians located within 15 cm. An arcanic thief will engage its victim at the time of the main assault, thus preventing it from supporting its troops. One arcanic thief will allow the whole army to escape the curses of the most powerful magicians, like Sophet Drahas for instance, the traditional enemy of the guild.

And even if the target is protected by some close bodyguards, a Toxic/2 cross-bow shot should take the edge off their enthusiasm.



♦ Fast (MOV 12.5, INI 4), skilled (ATT/STR 4/3, DEF/RES 4/3) and discreet (Scout), the **Cadwë ferrets** (20 A.P.) are talented thieves or lieutenants the band leader can send out on crucial missions. Although fragile, the ferrets know how to fight and can put up a good fight when they go for a balanced attack and defense strategy. They are meant to be placed either on the second line or behind enemy lines. In both cases, Scout is their best asset: they can move without the enemy knowing it, avoiding his ranged attacks, and strike when the time is right.

From the second line, ferrets can use their good INI, ATT and DEF values to surprise the opponent by challenging his main pieces to a duel or by finishing off the wounded.

Behind enemy lines, the ferrets will be a threat to the rear guard: the artillery and its servants, the mystics and those fragile

pieces the opponent keeps away from the fight. Of course, the opponent is not a dunce: he can see the miniatures representing the ferrets and knows the threat they represent. It will be up to you to make the most out of the chaos generated to get your important pieces into place and play one (or two, or three...) move(s) ahead of your opponent.

The danger represented by the Cadwë ferrets is tripled with the use of their special capacity: each of these fighters can help infiltrate up to three Cadwë bandits by giving them Scout (+ 3 A.P.), they then truly make the most of the advantages and tactics mentioned above as they strike the rear of the enemy forces in lethal ambushes. Two ferrets will give you the opportunity to hide up to six bandits, making most of your *Confrontation* army invisible!

THE INCARNATE CHARACTER

♦ **Sienna, arcanic thief** (115 A.P.) is one of the most dangerous assassins on Aarklash. She created the arcanic thieves and embodies their efficient approach to combat. She benefits from the same special capacities (Mana killer, Disturbance wave) in addition to some improved abilities: Assassin, Bravery, Target/+3, Toxic/5.

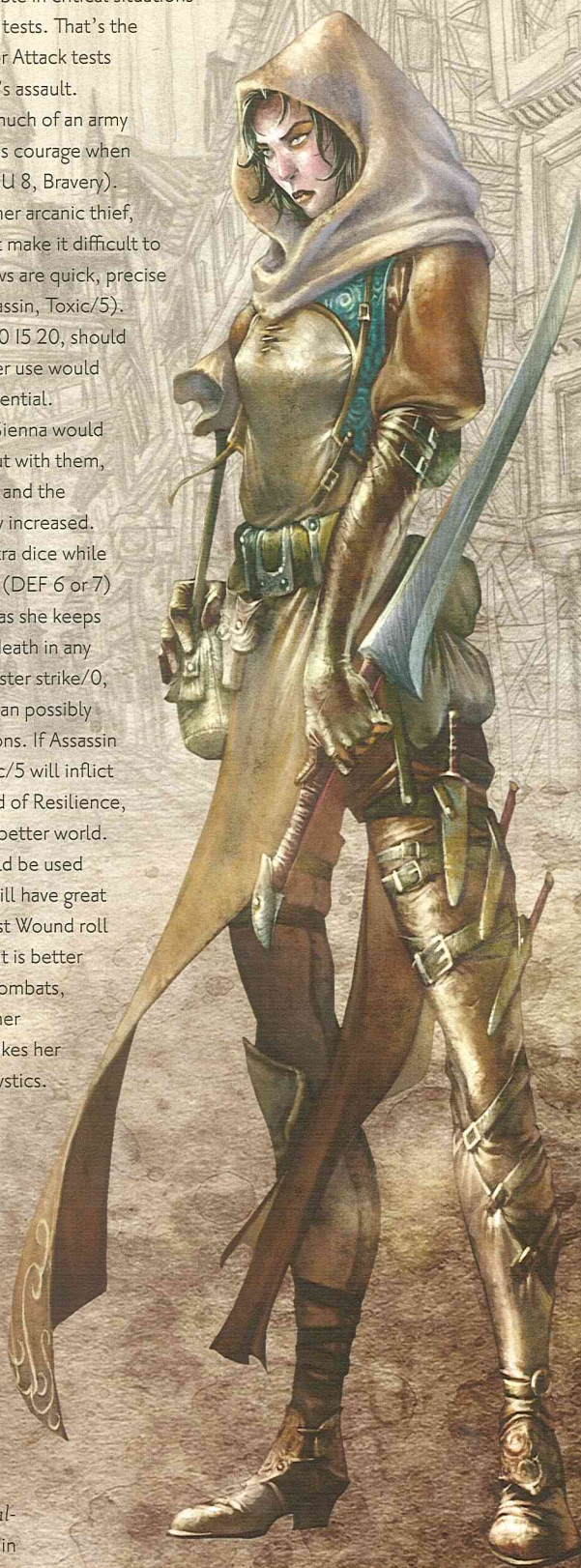
Sienna uses more or less the same combat strategies as the arcanic thieves (see besides), of which she is the most famous representative. Her "Luck" ability, a personal privilege which earned her the nickname the "Devil's daughter", makes her extremely reliable in critical situations giving her a free re-roll on one of her tests. That's the end of the dreaded "1" on Initiative or Attack tests that sometimes sabotage an Assassin's assault.

Sienna is a lone fighter. She is not much of an army leader (DIS 4) but she shows faultless courage when faced with frightening creatures (COU 8, Bravery). Although fragile (RES 6), like any other arcanic thief, she has a few tricks up her sleeve that make it difficult to hit her (DEF 8, Target/+3). Her blows are quick, precise and lethal (INI 7; ATT/STR 7/8, Assassin, Toxic/5). Her throwing daggers/STR 3, range 10 15 20, should only be used for Assault fire; any other use would be a waste of this great assassin's potential.

Without her Character capacities, Sienna would only be an enhanced arcanic thief. But with them, her weaknesses are compensated for and the damage she can cause is considerably increased. With Sequence/2, she can obtain extra dice while maintaining a relatively high Defense (DEF 6 or 7) to perform Counter attacks. As long as she keeps dice to defend herself, she can sow death in any mêlée or avoid getting hurt. With Master strike/0, she deals ATT/STR 7/15 blows that can possibly eliminate even the proudest champions. If Assassin has not yet rid her of her victim, Toxic/5 will inflict an extra Wound roll, ignoring any kind of Resilience, that will drag the wretched soul to a better world.

Sienna is a fantastic killer that should be used with cool and accuracy: the enemy will have great difficulties hitting her but the slightest Wound roll will render her immediately useless. It is better to avoid sending her into worthless combats, where a lucky enemy might get past her defenses: her phenomenal power makes her a killer of champions, creatures or mystics.

Sienna's portrait and her *Cadwalon* character sheet can be found in *Cry Havoc*, vol.14.



THE TOWER OF DESTRUCTION

Sienna comes with the Arcanum XVI: the Tower of Destruction. Just like all the cards from the Tarot of Vanus, the card presents a generic artifact and a cartomancy spell.

♦ As an artifact (15 A.P.), the Tower of Destruction allows the re-roll of a Wound roll inflicted by a fighter on the bearer's side. As a counterpart the latter loses a Wound level on ☐ and there is no way it can be ignored. Even if the wound is not systematic, this drawback is critical for any high value Character. However, the effect can be lessened with Regeneration/X, Cure/X, a Rune of Healing (see *Confrontation* 3 p. 149) or any mystic who can heal the bearer. It is worth the cost if you consider that this artifact allows the re-roll of Wound rolls of an Assassin (like Sienna or the arcanic thieves), a sacred weapon bearer or a Master strike. However, the bearer better be either somewhere safe or certain of eliminating his foe when he uses the power of the Tower of Destruction. Otherwise, he might end up weakened and then eliminated before having the time to heal.

♦ As a spell (INTensity 4, 15 P.A.), the Tower of Destruction inflicts a Wound (STR 16) to its target for 3 🔴. With a Difficulty of 10, this spell is certainly not intended for use by all magicians and its Frequency of 1 limits its use; nevertheless, its range (30 cm) and the violence of the Wound roll make it useful for inflicting exceptional damage; but it is also a great weapon of dissuasion. The opponent's best pieces will always be intimidated by this spell. However, be careful not to use this extremely powerful but limited weapon on a piece that is not worth it. Do not fall for the swarms of low value pieces sent as bait!



PLAYING THE GUILD OF THIEVES



AS AN ARMY: THE GUILD OF THIEVES

Thieves are resourceful. Alas, no matter how skilled they are, they are in danger in a drawn out battle. If things go sour, they gather all the thugs, assassins and rogues from the lower city. When the guild of Thieves is under attack, it's the whole of the lower city that strikes back!

Sienna, arcanic thief – 115
• Major amulet of protection¹ – 10

1 Cadwë undertakers – 18
• Mortuary veil – 0 (for *Confrontation* 3.5)
1 Cadwë ferret – 20
3 Cadwë bandits (Scouts) – 54
3 Muggers – 45
3 Cadwë militiamen – 39
2 Militia crossbowmen – 34
1 Khaurik's trigger – 62

Total: 397 A.P. for 8 cards, 15 miniatures.

This is a good army for learning the basic mechanisms of *Confrontation*.

The army of the guild of Thieves possesses many fighters. This army will allow a few strategic mistakes. However, it doesn't have any proper leadership and will have some difficulties against disciplined or frightening armies. The counterpart is that it offers great diversity in game-play as it includes good hand to hand fighters and many marksmen, as well as fighters with complementary special capacities. Make sure to use the undertaker's Mortuary veil to block the line of sight of enemy marksmen and mystics!

Variant: The Khaurik's trigger can be replaced by a firebrand ogre (90 A.P.) if you remove the Cadwë undertaker and the Major amulet of protection. You will then be trading your magic arsenal for a cannon!

GUILD OF THIEVES AND THE ARMY OF CADWALLON

The Thieves' slyness combines admirably well with the ruthlessness of the militia of Cadwallon. The Thieves never hesitate to call the militia guards and ogres when they need to fill their battle lines. The forces of the Duke know they can count on the Thieves to deceive the enemy and stab him in the back.

Captain Kelian Durak – 66

• The Stunner – 14

3 Cadwë militiamen – 39

3 Militia crossbowmen – 51

2 Khaurik's guard – 120

2 Muggers – 30

2 Arcanic thieves – 70

Total: 390 A.P. for 6 cards, 13 miniatures.

This army holds some nice surprises for your opponent. It is built around a strong main body, which includes a commander, and offers a sufficient number of troops. Still it lacks protection against enemy fire and mystics. Making the most out of the terrain to protect your most fragile pieces is therefore crucial.

The strength of this army relies on the alliance of the beauties and the beasts, meaning the arcanic thieves and Khaurik's guards. Quite a fiery duet!

THE NEW KING-THIEVES

The gaming aid found in *Cry Havoc* vol. 12 presented two "Solo/X" capacities reserved to members of the guild of Thieves. Seasons have come and gone in Cadwallon and, with the Rag'narok, the Thieves have perfected their techniques. Here is a new version of these capacities. They cancel and replace those presented in *Cry Havoc* vol. 12.

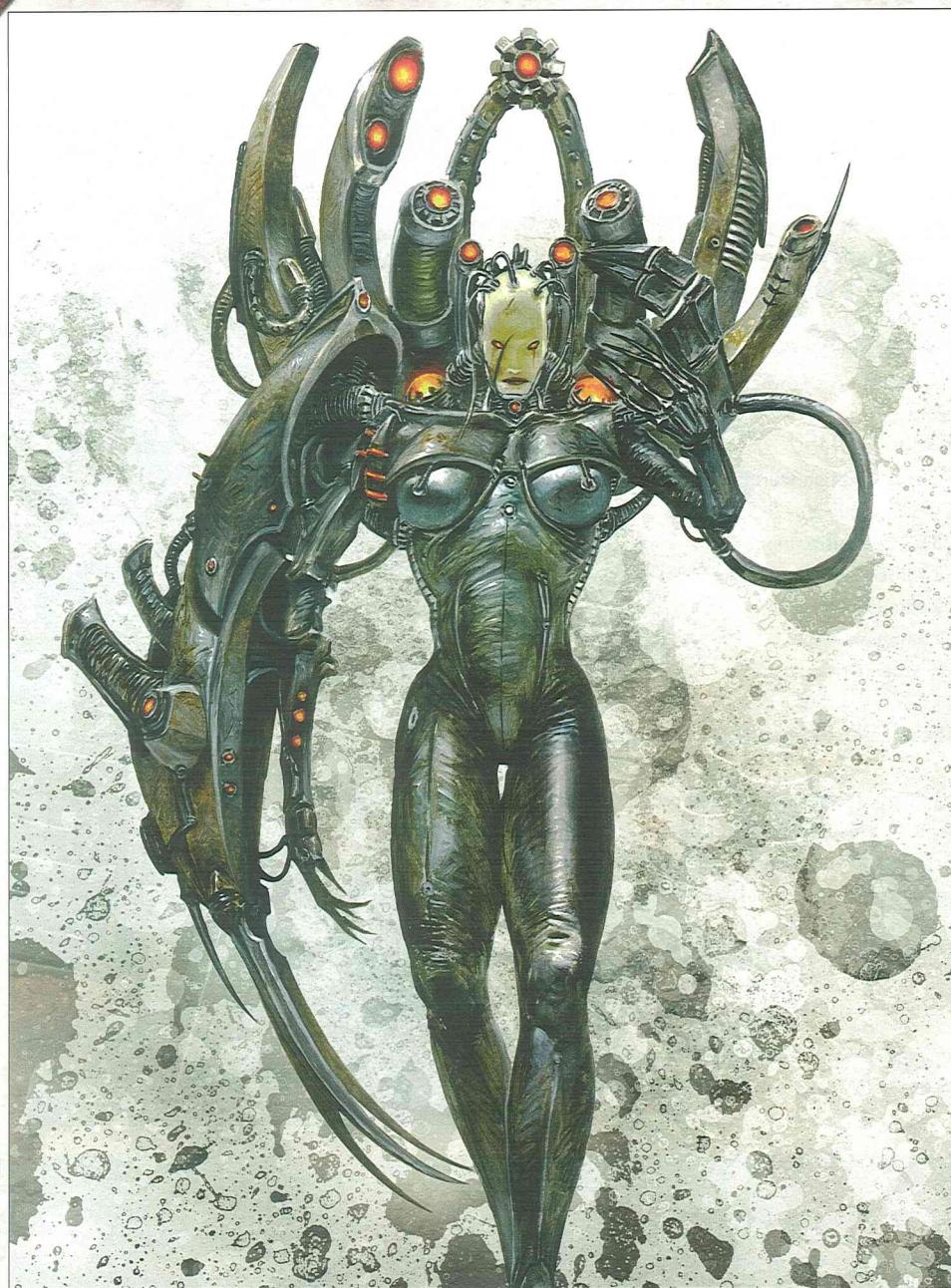
The rules for the attribution of these capacities are detailed in *Confrontation* 3 pp. 199–200.

Solo/Fence (3 A.P.): This capacity can be attributed to any fighter of the guild of Thieves. Each time the fence inflicts a Wound roll on an enemy magician, the player can look at the rituals and spells the latter has access to and selects one. The magician cannot cast the chosen ritual/spell until the end of the round.

Solo/Lucky as hell (7 A.P.): This capacity can be attributed to any Character of the guild of Thieves. He gets the Luck ability.



¹: see *Confrontation* 3 p. 150



OVERSEER ATIS-ASTARTE

The thrill of close quarter combat is worth the risk of losing one's body"

Atis is not a typical Therian. She enjoys the thrill of the fight and lives her passion so intensely it sometimes makes her own kind uneasy. She has no intention at all of fighting at a distance, even with the most efficient weapons in the Therian arsenal, oh no... It would not give her the thrill she is looking for; the only thing she lives for. She likes to be close to the enemy, to witness the moment when the life leaves his body. And it does not matter if the enemy is natural and alive or artificial and mechanical. Atis-Astarte wants the feeling of power. Atis-Astarte sees herself as a goddess borne by the winds of destruction, spreading death across the universe!

Atis: this is my body!

As soon as she was released from the conception tank, when she was still assimilating the fundamental scientific data required for her education, Atis showed an unusual interest in her physical body. She was known only as Atis then, but the exceptional potential that would allow her to become Atis-Astarte was already there...

This simple frame, identical to any other, was the standard model provided to Therians until their education is complete. Its limited functions do not allow it to perform any extravagant physical feats, or any

overseer routines. It didn't take much time before Atis tried to customize it; modifying it and training it to achieve all manner of exploits. This odd behavior was noticed and almost had her filed as abnormal, which could have endangered her very existence.

However, Atis was aware that she could not disregard her virtual education if she was to become a true overseer. She made sure she assimilated the knowledge as quickly as possible, managing her time to train her body. Though her results were not outstanding, she quickly managed to qualify for the alpha examination, the first rank for a new overseer. To become a fully fledged overseer all she lacked was experience. It would not take long for her to gain it.

In the meantime, she kept trying to push her body to its limits. To her great disappointment, she soon reached them. However, it was not in Atis' character to abandon a fight. The few Therians that encountered this issue were generally guided towards more intellectual activities to channel their excess of physical energy. In the end they would all find somewhere on the virtual infinity of the EMI grid to let out their frustration.

However, Atis decided to take action. She chose to alter her body to suit her wishes. Soon her obsession for physical feats intrigued the Therians with whom she was in virtual contact. Some were repulsed by this odd behavior, others became closer. It was time for Atis' true training to begin...

Atis-Warrior: we win or we die!

Scanning the unfathomable archives of the EMI grid, Atis discovered that she was not the only one with an interest in the limitations of the body. She unearthed many testimonies of other Therians who had engineered various systems in order to become faster, stronger, deadlier... They all sought to create the ultimate body, free from the physiological limits imposed by Therian biological atavism. Atis understood for the first time how much her kin were enslaved by their obsolete natural frames... The fact that they believed they had abandoned biology thousands of years ago made her revelation even more ironic.

Atis began to work on combining the most daring and innovative concepts she could retrieve from the EMI grid. She concentrated on those that had immediately been made secret because they shocked Therian biological prejudices, because they were too revolutionary.

Despite not being a very talented research scientist, Atis achieved some amazing results out of sheer obsession. She weaved a network of contacts who shared her fascination. She soon took leadership of the group thanks to a rare quality: she was willing to try anything. Whenever her friends reported some interesting finding, Atis would test the discovery at once, without fear of the consequences.

To put her enhancements to the test, Atis took part in many gladiatorial fights and private wars. It was there she came to contact the Warriors: the Therians who are only content in the midst of explosions and agony.

Surrounded by her new friends, Atis learnt both the art of war and the manipulation of nanoresources. Her obsession for close combat seduced her new companions, who made her an overseer. But her disdain for social relationships did not allow her to advance past the rank of alpha.

Urged on by an unquenchable thirst for sensations, Atis specialized more and more in furious hand to hand combat techniques and browsed the most dangerous forms of martial arts. Tactics and the manipulation of nanoresources soon became mere means of approaching the enemy to get within reaper blades' reach.

The assistance of the Warriors combined with her stubbornness had rendered Atis' body ever closer to perfection. At this point she believed she had reached the end of her quest: the time had come to adopt her final body. She managed have a .troops combat system frame assigned to her. And yet, having barely taken the first step out of her lethal chrysalis, Atis-Warrior was already looking to the future.

Atis-Astarte: Freedom in death

She kept improving her battle body again and again, discovering and developing the precepts that led to the creation of the grim golems. Atis achieved some amazing results in the arena; scores never seen before. A wave of admiration swept across the combat enthusiast community.



FORBIDDEN TELEPORTATION

Atis' invention came close to revolutionizing Damocles and the entire Therian civilization. Teleportation had been developed for the sole purpose of approaching the enemy as quickly as possible to slaughter him in close combat. At first Atis uploaded the source files of her invention to other Therians, brothers in arms she believed would understand the purpose and utility of this invention. She was quickly disenchanted. Every single one of them had bastardized her invention, using it for something other than gutting the enemy in hand to hand combat. Some were even working on teleporting machines with absolutely no use in combat or sending out fighters while they remained safely behind the lines. She had forgotten to take Therian cowardice and spinelessness into account.

Raging with anger, Atis was going to take back the gift she had offered those miserable wretches. They were incapable of understanding the greatness and the beauty of her invention. After a ruthless hunt, she erased all the files concerning her invention and hunted down anyone who ever knew about it. Using her teleportation, she cornered the cowards and the imbeciles and she executed every single one of them: since their weakness had taken them from the true path, she was going to use their weakness to secure her reputation as a heartless fighter once and for all. Protected by Atis' anger, the combat teleportation files have remained untainted ever since.

At the peak of her glory, Atis had reached an unprecedented level of popularity. Countless followers adored her. They honored her by choosing for her the name of Atis-Astarte.

Atis' quest for perfection had not yet been achieved; in the pursuit of her goal she needed the help of the Warriors once more. The latter promised their assistance in exchange for a favor. The factory world intended to take the new doom machines to Ava had just been completed and the Warriors had embarked in great numbers. Atis was to accompany them and lead the troops into combat. Delighted by the prospect of both a fruitful and entertaining experience, Atis accepted immediately.

Aboard the factory world, she doubled her efforts, motivated by the prospect of fighting against another

ATIS-ASTARTE: AT-43: GAME RULES

Atis-Astarte has the following ability:

Combat teleportation (3 LP):

This routine allows Atis-Astarte to move into contact with any visible enemy unit on the battlefield. All the fighters in Atis-Astarte's unit must placed in contact with the chosen enemy unit wherever possible.

This routine replaces Atis and her unit's movement.

lifeform. With this end in mind, she developed a unique invention that was to bring her many admirers and even more enemies. As she continued researching the field of tactical close combat and the needs generated by such an exhilarating science, she made a revolutionary breakthrough: combat teleportation. Using an ultra-high-tech matter and energy converter, Atis created a routine that allowed her to move instantly through space! Even better, it was scarcely any harder for her to move her entire unit than it was to move herself.

The design and testing of these inventions kept Atis so busy that she did not see time fly. The EMI grid eventually informed her of the approaching Avan spaceships. The conflict was about to begin. While most Therians showed no interest in the arrival of the Avans, Atis grew restless. The imminent confrontation was going to be Atis' re-birth; war was about to reveal her full glory. The creatures that are burrowing into the depths of the factory world haven't quite seen the end of it yet...



“United, trained, ready for anything”

East Line is the most prestigious U.N. military academy. Located on Ava along an old fortification line, White Stars officers are trained there to lead of all types of units. By accepting only the most promising students, the academy can be proud of having trained some of the most famous heroes in U.N. history. Its training program is the best in the galaxy and its teachers are all accomplished veterans. Once a White Stars officer has graduated from East Line, he is ready to fight on any battlefield!

A century of traditions

The military academy of East Line was founded in BT-85, when some ill-managed colonial skirmishes tarnished the reputation of the armed forces of Ava. Ever since, East Line has been at the leading edge of Avan military doctrine and has been training the U.N. elite.

The history of East Line

When East Line was founded it received an almost unlimited budget and had the support of the Military-Industrial Complex of the time. The settlement of new colonies was a major issue for the government and it was out of question to allow a handful of settlers or some primitive lifeform upset this plan. The results matched the ambitions, and the first graduates from East Line soon took command of the colonization wars in the following years.

After such immediate success, East Line adopted a strict admissions policy and education program to guarantee its reputation for excellence. East Line would tolerate neither slackers, nor failure. The administration board chose to recruit only the best teachers and to accept only the most promising candidates.

Besides the fact that such a policy guaranteed excellent results in its graduate officers, it made them and the East Line teachers into a *de facto* military elite. The impressive think-tank formed the lecture theatres of East Line played a major role in the creation of the White Stars and in the establishment of the doctrine of this armed force.

Despite crushing victories on the battlefield, the U.N. forces of the time revealed itself to be absolutely unable to counter the emergence of the Red Blok. The victories, added to the excellent reputation of the academy, demonstrated that the debacle was not in fact military but political by nature. Soldiers could not fight because the U.N. government kept wasting time making a decision. East Line then became the vanguard of military honor standing in the face political trickery and incompetence.

However, the backlash came not long after. The arrival of the morphos and their victories over the White Stars was a serious challenge to East Line teachings. Although the morphos were finally driven back into space, no one forgot about those officers who fell to pieces after the encounter with a hostile galactic civilization. Like the rest of the U.N.A., East Line was traumatized by the Therians.

So when the Damocles report was finally issued, the superintendent of East Line decided that this was the opportunity to restore the shine to the academy's crest. He worked his contacts at CentCom to have many alumni of East Line selected for Operation Damocles. The time for revenge had come!

HONORS TABLE

Whether they choose a career in the military or not, former East Line students always have imperishable memories of the academy:

“My first day at East Line was the best day of my life. The second was the most exhausting. After that in only got worse...”

“Our instructor was a real bad-ass, but every piece of advice he gave us saved my life at least once.”

“My years at East Line remain the best time of my life. It was there that I met the smartest and most cultivated people I have ever known.”

- Captain H. Newton

“I entered East Line because my parents insisted on it. I found there a sense of duty but also a meaning to my life.”

- Colonel G. Stark

The heroes of East Line

As the East Line instructors like to remind their students: "The history we teach was written by men we trained." Many U.N. historical or contemporary figures were in fact trained at East Line:

♦ **Sergeant Davis**, whose death during the Ant-arctica campaign moved his compatriots. The young man found the courage, thanks to his East Line training, to sacrifice himself in the final hours the last battle of the campaign, saving many of his men and contributing to the Avan victory.



♦ **Captain Newton**, now a pilot in Operation Damocles, was also trained at East Line. Besides her leadership skills, she acquired some serious scientific and technical training that were indispensable in becoming a test pilot.



♦ **General Mac Bright**, Commander in Chief of Operation Damocles, is one of the oldest alumni of East Line still in active duty. Decorated several times, lauded by both CentCom and his men, the old general likes to joke about the fact that he was the worst student in his year!

WHITE STARS OFFICERS

East Line cadets are taught to become officers but not all will reach the same rank. Although a rank does not guarantee any specific role to a cadet, it gives him access to certain functions:

Sergeant (Sgt.): These often young officers are chosen to lead units. Though this rank may seem unrewarding, those who reach it generally have the esteem of their troopers, since they are the ones truly in contact with the reality of war.

Master sergeant (Msgt.): This rank offers the same perspectives as the previous one. However, master sergeants are older, more experienced and nearing a promotion.

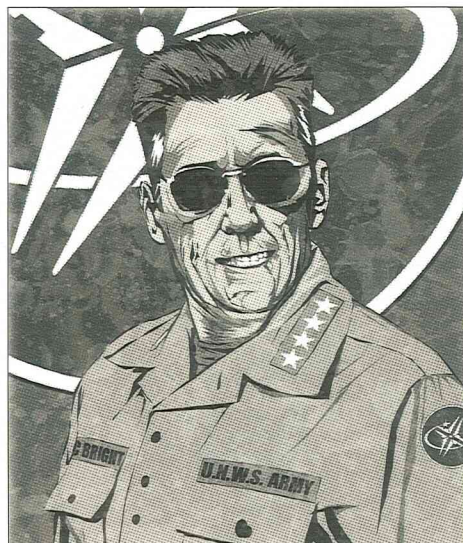
Lieutenant (Lt.): A lieutenant generally leads a platoon. A lieutenant is either an excellent student or veteran of several missions, but he is always a major advantage for the soldiers under his command.

Captain (Cpt.): Most of the time a captain commands a company composed of one or more platoons. Those who are in charge of a single platoon are hot-heads or rebels who have issues with military administration.

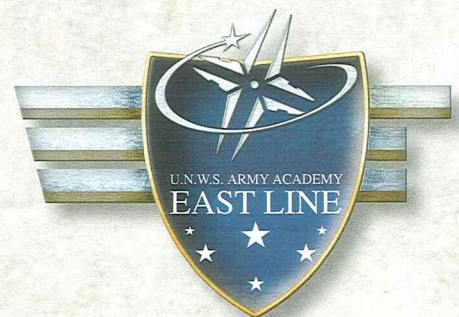
Colonel (Col.): This is the highest rank a fighter can achieve. Any higher promotion means the officer is taken from the front to join the staff: at that point they are far too precious to risk losing them on the battlefield.



♦ **Space Marshal Sanchez**, White Stars chief of staff, also graduated from East Line. Good grades and the admiration of her professors were not all she got from the academy; Sanchez was also able to weave a useful network of relations for herself while she was there. She now thanks East Line by regularly organizing lectures for the cadets.



This list of illustrious alumni would not be complete without its most famous former student: **General Archer**, now known as President Archer. Before accessing the highest function in U.N. government, the president led an exemplary CentCom career. She freely admits that her ability to lead the U.N.A. is largely the result of the teachings of East Line, as is her stubbornness that was sometimes frowned on by her teachers.



Guided tour

East Line owes its name to the old fortification line along which the academy was built. Several kilometers long, this line has not seen any fighting in centuries but it remains a monument of Avan military history. It is still visited today, to approach the future elite of the U.N.A. as well as commemorate the feats of arms that took place there. Yet for the cadets the fortifications are often synonymous with bad memories: "Lines" are the standard punishment for disobedient students. It consists in running lengths on the old wall.

Public installations

A certain number of buildings and zones are accessible on guided tours or under escort. The visitor's center and the museum are the main attractions on these visits. The first gives a reproduction of the cadets' daily life while the second retraces the heroic and sometimes tragic history of the academy.

Many war memorials and several statues of the most prestigious alumni can be found throughout the various parks open to the public. The most visited park is undeniably the Davis Hall park. The hall was built to honor the sacrifice the young sergeant made and to remind everyone of the lessons learned from the setbacks of the Antarctica campaign. The cemetery can only be visited by the families of the deceased. Those former students killed in action are buried here.

Finally, the line is the last vestige standing of the old fortifications. Resembling the low walls built by the White Stars on Damocles, it constantly reminds the cadets that war is an ancient and sacred art.

Administrative and technical buildings

East Line is home to three thousand students and a few thousand teachers and technicians, in addition to the various administrative personnel. Everyone in the academy takes their meals in the grand mess, in a perfect (and noisy) illustration of the academy's motto of unity. However, only the cadets sleep in the dorms. The academy personnel live in bungalows built on the prairies rolling along the line.

The heart of the academy consists of three buildings, standing in a U-shape around a large park. The Old Fort is the academy's nerve center: the offices, the archives, the administration board and the superintendent's office are located in this building. The library welcomes the cadets in between lectures. It keeps a large collection of military and historical works, as well as a solid scientific department. Opposite the library, on the other side of the park, the Star building is where you will find the theatres and lecture rooms of East Line.

Located slightly off campus, the hangars and general store provide cadets with the materiel needed for their training. This is where they will be given their uniforms and their gear. Combat striders and artillery pieces are also housed in this building along with the armory.

The grounds

Located away from the academy buildings, the grounds are where the cadets train in conditions as close as possible to reality.

- Terrain 101 is the first test for new cadets. Notable for its assault course, these training grounds are where cadets spend their first weeks.

- The Strider grounds are a large concrete area that resembles a skate park, but this is where the young strider pilots take their first steps.

- ShootCity is a life-size copy of a colonial town. There, in the narrow streets and deserted buildings, cadets are trained in the difficult art of close quarter combat. This is where cadets wishing to join the shock troopers spend most of their time.

- Red Field is a large open area with only a few standing ruins. Ideal for large scale strider combat, but it is also a great artillery range. Red Day takes place here (see below).

- Green Field is meant to be an exact replica of the environment of Damocles. It was designed from the observations made of the factory world. Although Green Field saved many lives, it is obviously far removed from reality. However, it is still used for Green Day (see below).



Training programs

East Line's training programs are the result of a whole century of traditions and some late additions following the Trauma. They are meant to further leadership skill, but also to help develop support and advisory abilities. East Line was often reproached for producing headstrong, if not rebellious, officers, unable to follow CentCom orders. Yet no one ever doubted their ability to deal with any situation.

This reputation is due both to the admission policy and the programs themselves. Only civilians with a higher education degree, high level athletes or military personnel with a spotless file are allowed to join East Line. Not even all steel troopers applicants are allowed to join!

Getting an East Line degree takes three years, no matter which army corps the cadet wishes to join. The degree includes the basic military training of the appropriate corps, as well as an education required to achieve officer status. Cadets do not even have enough time to feel bored!

Military training

The military training program is at the heart of the teachings of East Line. It might be the academy's pride, but it is also the young cadets' nightmare. The program is split into two sections, divided again into courses: common physical and leadership training combined with specialization classes. This second set of classes may be the infantry course, the armored fighting vehicle course or the aerospace course.

Common training takes up the first year of an East Line degree. Its physical preparation course allows a cadet to acquire the basic White Stars training. Upon his arrival at East Line, a cadet joins a barrack-room, which corresponds to his unit. He will spend the whole first year with this unit. The cadet will learn to use the standard weapons of the White Stars arsenal: the laser rifle, the assault rifle, the combat knife and grenades. He also goes through some demanding physical training, designed to fortify him physically and mentally. Notably, the cadet is confronted with East Line's assault course (see insert). A cadet must be in top shape and be able to execute 50 push-ups in a minute, 50 sit-ups in a minute, 10 pull-ups, run 2 000 m then swim 500 m in 12 minutes. All cadets are also put through East Line's centrifuge, since all Whites Stars are bound to travel aboard a spaceship at some point. In standard training cadets are exposed to accelerations from 2 to 10 g. These classes are often a bad experience for the cadets who had already imagined themselves covered in decorations. However, they are required to guarantee the efficiency of the White Stars during

joint operations. The year is punctuated by Red Day after six months and ends with Green Day.

Leadership training begins at the same time as the rest of the training but continues after cadets have completed their basic training. These training sessions are meant to teach cadets how to give orders, but also how to receive them and take relevant decisions. Moreover, this training forges team spirit between White Stars officers, creating a brotherhood of arms. Cadets are often surprised when they begin this module with a "stretcher run". The unit has to carry a comrade (not the same one though) over several kilometers. It is followed by a "beam run" where the whole unit has to carry a beam or a fallen tree over ten more kilometers. Cadets are then instructed about military procedures, discipline and protocol. They also go through the famous "cap training". Each week, the instructor in charge of the unit appoints a new leader. The leader has to wear his cap all day long. He is in charge of the unit and is considered responsible for any breach of discipline. Some instructors take it one step further: at anytime, during any exercise, they may shout "Drop the cap!". The leader must drop it immediately and his closest comrade has to grab it right away. The same goes for when the cadet hurts himself or falls in training, his closest comrade must then snatch

the cap. If the cadets' reaction is too slow, they are immediately given a dozen lines.

After their first Green Day, cadets are steered towards a specific army corps. Units are then disbanded and reconstituted, and cap training continues.

1. At first, the "infantry" training course is mostly a revision of basic training. The future soldier and battlesuit units are taught to operate all special weapons and become experts at handling standard weapons. Surpassing their physical limits, they learn commando tactics. Finally, they go through an indispensable technical training concerning the operational maintenance of their technological equipment.

2. The "armored fighting vehicle" training course is one of the toughest courses of East Line. While being kept in shape, the cadets learn to pilot a series of war machines derived from alien technology: combat striders. The course includes battlefield piloting, armament systems training, communication management lessons, and so on. The "happy" few that made it this far are rewarded with the prestige associated with being a pilot.

ASSAULT COURSE

No military training would be complete without its traditional assault course. East Line's one is particularly challenging and, as with the rest of the academy's training, it mixes tradition and modernity. This assault course forces the cadets to go through the twenty obstacles at furious pace to complete the whole 600 m in time.

Rope ladder: The cadet climbs a 5 m high rope ladder, gets past the gap and lands on the other side;

Twin beams: The cadet steps over two beams a little under and a little over one meter respectively;

Wires - 1: The cadet steps over a series of wires pulled 0.6 m above the ground;

Wires - 2: The cadet crawls under a series of wires pulled 0.5 m above the ground over 20 m;

Ford: The cadet jumps from one block to the next over 7 m;

Pressure tunnel: The cadet crawls inside an airlock while subjected to variable air pressure levels;

Balance beam: The cadet walks on a beam 8.5 m long;

Vertical rail: The cadet climbs up a 5 m high metal ladder;

Horizontal beams: The cadet gets under and over a series of four beams placed 1.2 m, 0.7 m, 1.2 m, 0.7 m high and set two meters away from another;

G-run: The cadet runs 40 m after a 1.5 g gravitational initial impulsion;

Horizontal beam: The cadet jumps over a 0.8 m high beam;

Ditch: The cadet slides down a 5 m drop;

G-jump: The cadet performs a 5 m high leap from an antigravity ramp;

Accordion: The cadet gets past five platform sections moving randomly up and down with 1 m amplitude;

Assault wall: The cadet pulls himself over a 2 m high wall;

Ditch: The cadet drops down a 2.2 m deep and 4.3 m long ditch;

Climbing wall: The cadet climbs several tables culminating at a 4 m;

Trenches: The cadet climbs in and out a series of trenches 0.85 m or 1.1 m deep;

Sonic test: The cadet runs a 100 m sprint hurdle race under light sonic bombardment;

Star shock: The cadet ends the dash with a tackle on a storm golem practice sled, pushing it as far back as possible.

3. The “aerospace” course is the most demanding course at East Line. As the instructors of this course like to say: “No need for punishment aboard a ship. Space itself will take care of the sentence if you ever make a mistake.” The cadets on this course are subjected to extreme physical training in order to deal with the hardship of space travel. They also receive the most advanced technological lectures in the universe. After having thoroughly tested their training on computer simulations, they go on to reproduce the same exercises aboard stratospheric aircrafts that perform dozens of parabolic flights.

No matter which course they follow, all cadets are brought back together during academic instruction and, of course, during the annual Red Day and Green Day.

Academic instruction

In addition to the technical instruction given during military training, East Line provides its cadets with academic instruction, which includes university, scientific and ethical education.

CentCom understood long ago that the best officers are those with an education. East Line prides itself in giving its cadets a solid general, historical and literary education. This is meant to be the foundation upon which the officer’s critical and autonomous mind must be built to allow him to think even in the heat of action. Moreover, good knowledge of the battles of the past is always useful to generals to triumph in the campaigns of the future. East Line cadets go over the Antarctica campaign several times to teach them how to fight the morphos.

The scientific curriculum on the other hand is meant to prepare the White Stars for the ultra-advanced technological aspect of the war ahead of them: shortwave radio, energy weapons, combat striders, space travel, enemy alien biology, fac-

tory world design; the White Stars must fight in an environment they thoroughly understand, using the technologies of today and tomorrow.

Finally, the ethical part is often considered as the most important by East Line alumni. They know that in the heart of battle, it is impossible to keep fighting without a cause or ethics. East Line makes sure that all cadets follow a strict code of honor. This way, even in the toughest fights, they remain human enough to look each other in the face and stay lucid. Academy instructors and former students are invited to lecture the young cadets and to communicate their attachment to U.N. values.

Grand maneuvers

Even if U.N. technology can generate convincing simulations, East Line could not willingly send into combat officers who have no experience of live combat what so ever. The academy organizes large-scale operations to test the cadets, giving them a chance to put into practice what they have learned in class.

Continuous assessment

Any instructor may organize field exercises whenever he wishes to, as long as it is based on the cadet’s military training. He then takes his units out on orienteering races, week-long expeditions or puts them to the test in simulated combat situations. East Line is surrounded by large forests and desert areas, ideal for such exercises. The few locals living near the academy are used to seeing units crossing the road in commando formation!

Finally, each unit must spend a certain number of hours in the different boot camps of the academy: ShootCity, Red Field and Green Field. Cadets fight using training weapons. These high-tech toys emit inoffensive beams that are picked up by sensors on

DISCUSSING THE USE OF ARCHAISMS

There are many legends concerning the bad temper of East Line’s military instructors and their particular sense of pedagogy.

One of these stories tells of a cadet, out on maneuvers, who questioned the necessity of the most archaic aspects of training: close combat, survival techniques, etc. After all, is there still a use for these in a society as technologically advanced and modern as the U.N.A.? The instructor’s answer was to take the energy converter from the cadet’s rifle, as well as the batteries from his radio, and to send him out on the field.

According to the legend, the cadet was carried back on a stretcher, firmly convinced never to disregard his combat knife again...

the target’s armor. When a fighter is “tagged” in this way, he is declared “Killed in Action” and withdrawn from the exercise.

The most belligerent instructors do not hesitate to organize live-ammo training. The risk involved clearly increases the pressure on the cadets. The instructors believe this can only be helpful. Unfortunately, the risks are real and, every year, East Line is forced to report several accidents.

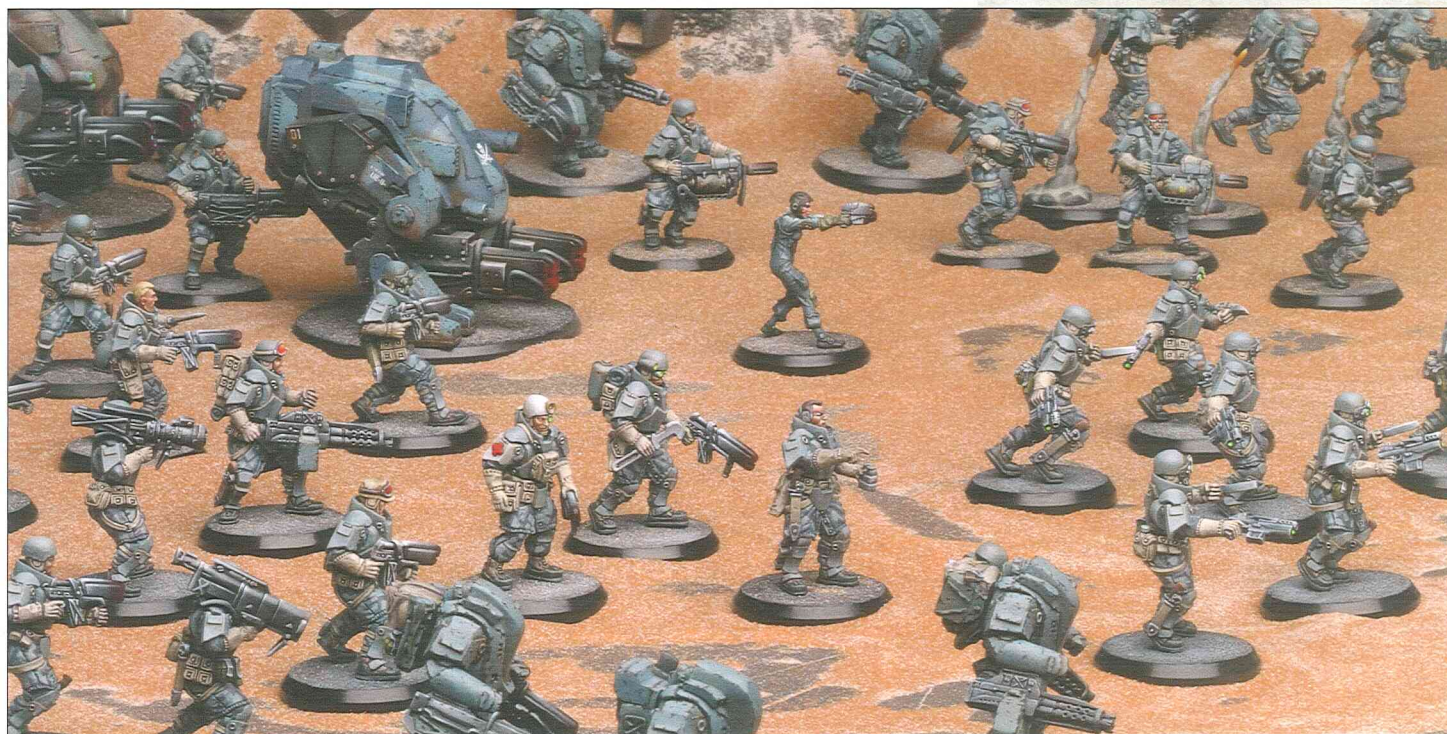
Red Day and Green Day

Twice a year, all the cadets of East Line from all years and classes take part in special maneuvers together. Red Day, which simulates the battles between the U.N.A. and the Red Blok, takes place in mid-winter. In summer, Green Day gives the cadets the opportunity to train in fighting the morphos. Each time, the three thousand East Line cadets stand ready for action, fighting for the honor of the unit!

The first year cadets play the role of regular troops. Those of the “infantry” course are regular or elite units depending on merit and the requirements of the exercise. The armored fighting vehicle pilots take their war machines to the battlefield; while the aerospace cadets are in charge of orbital artillery using battleship simulators.

On Red Day, half of the cadets play the role of U.N. troops, while the other half takes on the role of Red Blok soldiers. The “red” cadets are given materiel taken from collectivist troops or replicas provided by the M.Ind. Contrary to what one could think, being on the red side is in no way a punishment but rather a mark of excellence: it takes a brilliant pilot to ride an unknown Red Blok or prototype M.Ind strider!





Red Day takes place on the Red field, the huge field or ruins of East Line. For thirty-six hours, the cadet infantry and armored fighting vehicle units battle in a conventional conflict situation. This operation integrates air-to-ground support: radio announcements tell the cadets which sectors are under bombardment, which units have lost radio contact, and so on. Instructors are deployed on the field to make sure instructions are respected by the cadets.

Green Day runs a lot less smoothly than Red Day, and is, in a certain way, a lot more disturbing. The cadets who play the "green" guys have to wear special uniforms with full helmets meant to reproduce the appearance of a morphos. They manipulate copies of Therian weapons based on the M.Ind's retro-engineering work. These weapons are highly unreliable, and the green suits make the people who wear them uneasy both physically and psychologically. The same goes for the combat striders, monstrously modified versions of the White Stars standard frames. All of this gives Green Day an eerie feel exacerbated by the industrial wasteland scenery of the Green Field. Sleeping is impossible because of the random broadcast of white noise to simulate Therian sonic bombardments. The twenty-four hours that this exercise lasts seem endless to the cadets.

These two grand maneuvers are indispensable to guarantee the quality of training. Unfortunately, it comes with a cost: each year, cadets die in shooting or strider accidents. Others are wounded beyond hope. However, those who survive are ready for combat.

Ceremony of the Stars

On the day following Green Day all the cadets are gathered together again, but for a more joyful occasion: the graduation ceremony. This ceremony takes place at nightfall, under the stars, in the park at the center of the East Line campus. The whole school is present.

The cadets who made it through the whole three years are all seated on the stand, in full dress uniform. When their name is called, they walk up to the superintendent of East Line who hands them their degree in person.

Once all the graduates have been called, the superintendent makes a speech about what happened over the year and comments on the results of the graduating year. He ends his speech with his congratulations and all the cadets toss their cap into the air, hoping that, just like their hats, they will be able to leave for the stars but make it back home to Ava.



*"HOME DELIVERY DAY AND NIGHT,
24/7. YOU WANT THE BEST, CALL
US. LEAD DELIVERED ANYWHERE,
ANYTIME."*

— TEXT ON THE BACK OF THE "ACE OF
SPADES" CALLING CARD OF THE 4TH PLATOON,
3RD MECHANIZED INFANTRY BATTALION
(DEATH DEALER TACARMS)



The death dealer TacArms

A new unit of TacArms joins the ranks of the White Stars: the death dealers! Until the first general supplement for AT-43 is released, here is all the information you need.

These battlesuits are very rare machines, deployed during one-off missions and strictly dedicated to antipersonnel combat. Created to deal with insurrection, these TacArms have fully proven their effectiveness against infantry. For the enemies of the U.N.A., the emblem of this unit has become the symbol of death itself.

A single death dealer TacArm has the firepower of an entire unit and it can easily withstand the heaviest salvos of small-arms. Even battlesuits are not safe against the hailstorm of steel they can unleash!

TACTICS

Death dealer TacArms are generally deployed for blitz missions, meant to shatter enemy infantry lines. These units are so efficient they usually wipe out all the soldiers in their sight. Even battlesuits are not safe against the outrageous rate fire of a death dealer TacArm unit. Yet this improved efficiency comes with a cost: death dealer TacArms are useless against armored fighting vehicles.



These TacArms' offensive power and effectiveness against infantry are so amazing that these TacArms will become the enemy's absolute priority. So they better keep behind cover or use their movement to stay out of the reach of enemy fire.

COMPOSITION OF A UNIT

Type: 3.

Numbers: 3.

Standard equipment: Volcano MG x 2 and gyroscopes.

Optional equipment: Pointeur laser.

Special weapons: None.

Specialists: None.

Officer: Rank I.

EQUIPMENT

Gyroscopes: These mechanisms give the TacArms the "Stability" ability. The fighter is not grounded when he is caught in the area of effect of an indirect fire weapon.

Laser targeter: This targeting system gives the "Designator" ability to the TacArms. During his activation, a fighter can tag an enemy unit he can see. Until the end of the round, indirect fire weapons and locked shot weapons do not need a line of sight to target the tagged unit.

BIRTH OF THE ACE OF SPADES

During the "Year of Skirmishes", in AT-39, two units of star troopers stationed on Ava were overwhelmed by hordes of armed protesters. Left in reserve, sergeant C.W. Brown decided to breach orders and intervene. Unfortunately, the steel TacArms he had at hand were unsuited for crowd control: laser guns are extremely powerful, but the sergeant was in need of a far better rate of fire if he was to have a chance of saving his besieged comrades from the swarms of crazed protesters. He quickly found the solution. He took his men to the armory, where the laser guns were dismantled and replaced with the star troopers' reserve Volcano MGs. The TacArms stepped into history only moments later when they managed to contain the demonstration... with one TacArm for every thousand protesters! The emblem of that unit, the ace of spades, became the emblem of the death dealer TacArms.

COST OF A UNIT

"Death dealer" TacArms

Equipment	Standard number of fighters
Standard	300 A.P.
Laser targeter	310 A.P.
3 death dealer TacArms including: 0 to 1 officer	

OFFICERS

Sergeant (Sgt.): +15 A.P.

SUMMARY TABLE

Characteristics

Profile				
Death dealer TacArm	14	6	9	4

Equipment

Standard range weapon				
Volcano MG [1]	4	3/0	-	7/1
Volcano MG [2]	4	3/0	-	7/1

BUILDING A DEATH DEALER COMPANY

Death dealer companies are assembled whenever they are needed. There is no permanent company of this kind, even though certain military formations have the habit of summoning them very regularly, assigning their TacArm pilots to specific training.

DEATH DEALERS AMONG THE WHITE STARS

Companies registered as "death dealers" are limited to one-off missions, mainly law enforcement operations. The mere presence of a unit of death dealer TacArms is usually enough the calm down even the most agitated protesters. The most ardent proponent of these units is Syndicate, which widely uses the aura of the ace of spades to sow fear in its enemy's heart. In fact, Syndicate is in charge of dealing with rioters and crowd movements and since the White Stars doctrine recommends using minimum fire power for maximum efficiency aiming to cause minimum damage, which is close to useless in such situations, The death dealer companies have become Syndicate number one solution.

The M.Ind doesn't object to deploying these units either. Very pragmatic, the M.Ind uses only the most appropriate tool when they have a task to accomplish, and, they have to admit, the death dealer TacArms are remarkably effective specialists.

Only CentCom refuses to recognize their utility. Some people claim that general staff disregards them out of pure vexation: CentCom never got to give its clearance when the first units were created. Officially, CentCom responds that it cannot support the actions of an officer found guilty of defying orders.

Consequently, a tolerated platoon pattern was created. It is the only pattern allowed to deploy death dealer TacArms. Since even CentCom needs them sometimes...

"DEATH DEALER" PLATOON PATTERN

The player can choose any platoon pattern to constitute his company, but he can only use one at a time. This platoon pattern is the only one allowed for a U.N. company including death dealer TacArms. It has no advantage and no disadvantage. Any other use of death dealer TacArms would be considered an act of mutiny and punished in consequence.

- Unit of death dealer TacArms !
- Unit of soldiers (★ / ★★)
- Unit of soldiers (★ / ★★)
- Unit of striders (★★)
- Unit of striders (★★)

! : Priority slot. It must always be picked first.



Operation Damocles: Phase 2

You get to decide the fate of Damocles!

Operation Damocles has entered a new phase. After fierce combat and terrible losses, the White Stars of the U.N.A. and the Revolutionary forces of the Red Blok have managed to pierce the industrial shell of the factory world and are now invading level -1: the mechanical maze. The objective is to reach level -2, the Therian habitat. Phase 2 has begun!

Until the end of the year, you will be able to take part in the development of the AT-43 universe as you fight in the name of one of the armies of the galaxy. After Operation Damocles the universe will never be the same: it is up to you to decide the outcome of the battle!

This campaign uses AT-43: *The Rulebook*, the *Army Books* and *Cry Havoc* vol. 14. The campaign has been divided into four phases, a preliminary phase and a phase for each level of the factory world.

Each of these phases is described in a different issue of *Cry Havoc*. So every couple of months you will discover new priority missions, new special rules and new equipment specific to the campaign. As the fighting gets closer and closer to the heart of Damocles and the Therian habitat, the battles will become more and more violent. Of course, we are also keeping a few surprises up our sleeve: in war, no plan ever really comes together!

Each phase is composed of four **priority missions**, covering the development of the operation and the changing conditions on Damocles.

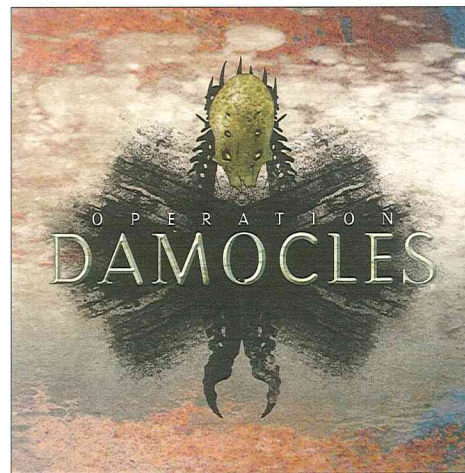
However, you can also take part in Operation Damocles by playing any mission published in AT-43: *The Rulebook*. These secondary missions will have a lesser influence on the outcome though.

If you want to immerse yourself further in the universe of AT-43®, you can choose to play in **Story mode**. This mode stages the battle as if you were there, thanks to some narrative advice and optional rules.

Each time you play with your friends, at your club or in your local store, either one of the missions of the operation or any other mission using the rules of this operation, you will be able to report your results to www.at-43.com.

During the whole duration of the operation you will have to play the same army, but you will be able to change the composition of your company. You are allowed to play as many games as you want and the same mission as many times as you wish.

Now it's all down to you!



ERRATA CRY HAVOC ! VOL. 14:

In the special rules of mission 4 (p. 76), the following sentence should have been added:

"The attackers reinforcements enter through the dedicated access zone. However, any assault unit kept in reserve will enter using the attacker's access hatch."



Damocles laid waste by war!

The second level of Damocles is full of deadly surprises, even for the Therians. Shaken by combat, Damocles seems to be waking up. Strange phenomena are taking place, adding to the chaos of battle and tearing even the best planned strategies to pieces.

BABEL

At the heart of the forums of Damocles, Babel has awakened (see *Cry Havoc* vol.14): a force, a conscience capable of taking control of the machines of the factory world, despite all the efforts made by the overseers. Some Therians have been found in a vegetative state, their minds formatted and their memory back-up files deleted. Even their precious immortality, which project Hyperlife (see *Army Book: Therians*) intends to prolong eternally, cannot protect them from such a grim threat. War is about to spread to the EMI grid itself.

In the meantime, out in the real world, Therian defenses have given way in several places and the Avan invaders have penetrated to the second level. The Therians have tried to make this area an invincible rampart by reconfiguring the corridors; closing accesses and setting up ambushes wherever possible. Once again Babel has upset their plans: she has taken control of large portions of Damocles and transformed them into dead zones, unresponsive to Therian instructions.

The White Stars and the Red Blok have begun their descent by blasting accesses with the help of their field engineers and antitank weapons. The armored fighting vehicles have forced their way through, closely followed by swarms of infantry units, as soon as the Therian defense began to give in. For several days the invaders believed that the factory world's defenses had been defeated and that victory was at hand. However, no plan ever really comes together and reality put a brutal end to their illusions as the Therians finally reorganized...

THE DEAD ZONES OF DAMOCLES

Large zones have fallen under the control of Babel. To both the Therians and the Avans, these areas are "dead". Machines do not always work, strange phenomena occur and deadly traps will finish off the careless explorer.

Since Avans and Therians fight as equals there, these zones are the objectives of some violent battles. The Avans need them to establish bridgeheads out of reach of Therian counter-offensives. The Therians want to regain control of their factory world and

therefore need to conquer these zones to re-boot the local networks.

Any strategy at this level is based a single major objective: the nodes. These connection hubs grant priority access to the local network, allowing physical control of the zone. Whoever controls the nodes can impose their will on Babel to a certain degree.

There is an additional and hidden issue that could change the fate of the war: whoever controls the dead zones of Damocles might be able to understand what is happening on Damocles and close a deal with this entity, whose potential seems unlimited. Once again, the nodes are crucial objectives since they can be used to communicate with Babel.

However, this is not an easy task to undertake. Taking war into the chaos of the dead zones reveals several difficulties. First of all, movement in these areas is pretty hazardous. Doors remain closed without the intervention of an overseer or a mechanic. Even then, it is not always easy to use these doors, since the openings keep moving around, appearing and disappearing without any obvious reason. Sometimes they even open onto blank walls... No matter what the Avans keep saying, the organization and the

mutations of Damocles used to follow a certain form of logic. With the reign of Babel, this logic has disappeared and has been replaced by chaos, madness and death. Yet these phenomena, though disturbing, are not that dangerous compared to the others.

Babel is still testing her abilities and exploring her limits. She has not quite understood what physical reality is. After all, she is only a virtual and disincarnated consciousness, born from the EMI grid. No wonder she has problems grasping the concept of a physical "body".

As she attempts to understand the world, Babel generates swarms of nanomachines that take the form of strange black monoliths that the Therians and Avans have called "nanoperturbations", since they do not know what it is. Woe to him who steps too close! To satisfy her curiosity, Babel has ordered her infinitesimal servants to "deconstruct" anything that comes within their reach. These nanoperturbations hover around at random and their sole purpose is to help Babel understand what a "body" is and how it is assembled. When one of these monoliths touches an obstacle, billions of nanomachines shoot out and reduce it to its simplest components. So nanoperturbations will eat away low walls, soldiers and armored fighting vehicles without discrimination, and then send the data collected to their mistress. The Therians sometimes manage to divert these data transmissions and reconstitute the destroyed systems. But for the Avans, of course, nothing can be done...

BABEL AND FRIENDS?

Two actors of the war wish to establish contact with Babel and negotiate an alliance with her. Among the Therians, the appearance of this digital consciousness has delighted the Web Striders. The latter have tried several times to communicate with the prodigious entity to study its nature and its motivations. Everything they have tried so far has had no effect. Babel is still too young to understand the questions asked by the Web Striders, who are convinced they are dealing with an omniscient, almost divine being.

The Therians are not the only ones interested by Babel. The U.N.A., and more specifically the M.Ind, are paying close attention to the phenomena that seem to keep thwarting the Therians' plan. In contrast to the latter, stuck in their millennia old understanding of technology, the M.Ind has excluded no hypothesis and has a fresh approach of the issue. U.N. scientists have begun to make out the existence of an alien motivation behind these disturbances and they hope to establish a dialogue, hoping to collect some precious information. For the M.Ind, victory against the Therians is not a priority objective. Above anything else, the M.Ind hopes to get hold of any scientific data available that will allow it to master Therian nanotechnology.

THE RED BLOK

Among the actors of the conflict, the Red Blok is the one that has had the least interaction with the others. It has only one objective: the destruction of Damocles.

With this in mind, the Revolutionary forces do not intend to accept an alliance with anyone. In their eyes, the U.N.A. are not any better than the Therians: both wish to preserve Damocles for their own use. The revolutionary objectives are the exact opposite. This means any form of negotiation is impossible and all that counts is strength of arms. In the chaos of Damocles, this strategy, as simple as it may look, seems to be paying off.

PHASE 2: IN THE MECHANICAL MAZE

Control of level -I will give the winner direct access to the two adjacent levels: first the surface (level 0), from where the Therians could control the invasion of their world, but also to the Therian habitation quarters (level -2), whose loss would be a fatal blow to the Therians... This level hides a lot of technological resources that interest everyone!

The following rules apply only to Phase 2 of Operation Damocles.

CENTCOM (DAMOCLES)

CentCom is not totally satisfied with how the first phase of the campaign went. The objectives might have been fulfilled, but the losses, especially among the infantry, were terrible. Furthermore, the corridors of level -I are not suited to armored fighting vehicles.

Therefore, CentCom platoons have been redefined to incorporate more TacArm units, which allow the deployment of fewer men and mean better maneuverability in the corridors, all the while maintaining considerable firepower.

- Infantry (★★★) !
- Infantry (★★★)
- Soldiers (ALL)
- Soldiers (★★★★)
- Armored fighting vehicles (★/★★★)



NEW PLATOON PATTERNS

The battles taking place on the surface are over, almost. Each side has redefined its strategy and rearranged its companies, creating new platoon patterns better suited to the coming guerrilla phase.

M.IND (DAMOCLES)

After the first phase of Operation Damocles, the M.Ind has taken a bold gamble. Like CentCom, they are suffering from a lack of qualified soldiers, notably TacArm pilots. But on the other hand, lack of materiel is an issue unknown to them. So they created a new platoon pattern that mainly includes light AFVs, with minimum infantry, and no TacArm units whatsoever. The infantry is there to secure conquered areas, while the AFVs take care of the fighting.

- Armored fighting vehicles (★/★★★) !
- Armored fighting vehicles (ALL)
- Armored fighting vehicles (★)
- Infantry (★/★★★)
- Infantry (★/★★★)



UNION (DAMOCLES)

Union follows the plan as it was established. Contrary to other U.N. factions, the level of infantry losses does not bother them too much: they have no shortage of men, by any measure!

The offensive goes on as planned – it is even going faster than anticipated.

Its new platoon pattern includes even more soldiers than the previous one, notably more TacArms. Battlesuits are expensive but they will provide the impetus needed to penetrate Therian lines. This time the morphos will have nowhere to flee!

- Soldiers (★) !
- Infantry (★/★★★)
- Soldiers (ALL)
- Soldiers (ALL)
- Armored fighting vehicles (★/★★★)



CYPHERS (DAMOCLES)

The way the campaign is unfolding is quite satisfying. As foreseen, the creatures have suffered important losses before reaching level -I. Here, they will be inescapably destroyed. It is therefore pointless to alter their strategy. This is the Cyphers analysis.

- Armored fighting vehicles (★) !
- Armored fighting vehicles (★)
- Armored fighting vehicles (All)
- Infantry (★★)
- Infantry (★★)



WEB STRIDERS (DAMOCLES)

The Web Striders are not too worried by the breakthroughs made by the creatures. Their only preoccupation is to find or assist the ultimate artificial intelligence as it comes to life. And Damocles has proven to be fertile ground, since it allowed the emergence of the first digital consciousness: this could mean that others could be born in time, notably inside goliaths, whose artificial intelligence systems are very developed, almost as powerful as the natural intelligence of an overseer! This is why Web Strider companies integrate more and more of them, to a point where some companies include only attack systems of this type.

- Soldiers (★★★★) !
- Infantry (★★★★)
- Infantry (All)
- Armored fighting vehicle (★)
- Armored fighting vehicle (★/★★)



NEW RULES

Three cards representing a door, a nanoperturbation and a node are included in this issue.

Doors

The Therians themselves do not need doors. They simply need to deconstruct a wall section to travel freely inside their installations. Nevertheless, they still need to plan sectors where their machines,

WARRIORS (DAMOCLES)

For the Warriors, the campaign has entered its most interesting phase. Now materiel counts less than the fighter's individual martial skills: round the corner of a corridor, even a pathetic combat knife is a lethal weapon. Seizing this rare opportunity, dozens of overseers have joined the Warriors to fight with the infantry. Of course, this means fewer AFVs. The fighting is only more exciting!

- Infantry (★★) !
- Infantry (★★)
- Infantry (All)
- Infantry (★★★)
- Armored fighting vehicle (★/★★)



which do not manipulate nanotechnology, will circulate. When the Avans invade these sectors the overseers lock these doors to slow down the enemy.

As long as it is closed, a door cannot be crossed and it blocks lines of sight.

A door can be opened and closed by a mechanic who uses his "Repair" ability or by an overseer who uses an open/close routine (1 LP). In both cases, the fighter must be in contact with the door.

A door can also be destroyed:

- Protection : I2
- Structure points: 1

Nanoperturbations

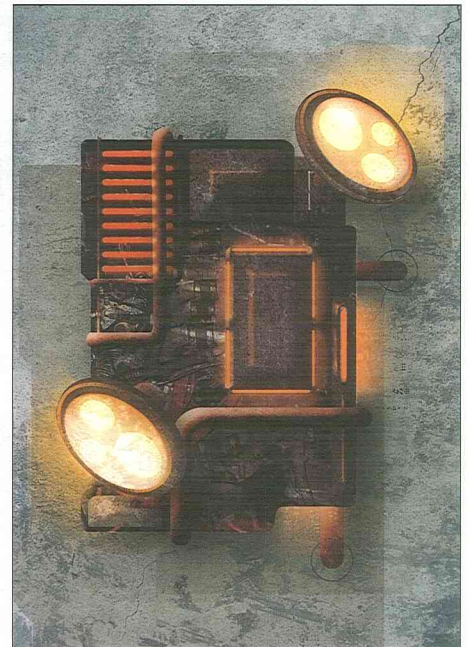
Since the rise of Babel, clouds of nanomachines have been emerging throughout Damocles, devouring anything that comes within reach. These swarming black monoliths have become the nightmare of Avan troops, but also of Therian troops. It is impossible to pass through a nanoperturbation, which also blocks lines of sight. At the beginning of the game its card is placed as indicated on the map.

At the end of each control phase the nanoperturbation is moved. The youngest player places the template above it. He rolls one die to find out the direction in which the nanoperturbation moves. He then rolls two dice and adds them: the result is how far in cm (10 cm maximum) the nanoperturbation moves.

Once this movement completed, the fighters and any terrain elements with Structure points that physically touch the card suffer one impact each (Penetration/Damage). The fighters that survive are moved out of the way. If this is not possible

they are eliminated. When terrain is touched but not destroyed, the card is then placed as close as possible to the obstacle. If the nanoperturbation needs to be repositioned it may not cover further fighters. The nanoperturbation ignores cover and moves through walls.

If the node is activated (any player controlling a node may decide to activate it or deactivate it at any time), Therian fighters eliminated by a nanoperturbation are placed on the node. If there isn't enough room on the node card, the fighters that do not fit inside the card are eliminated, lost in the back log. Depending on the mission, the owner might be allowed to bring the fighters placed on the card back into the game.

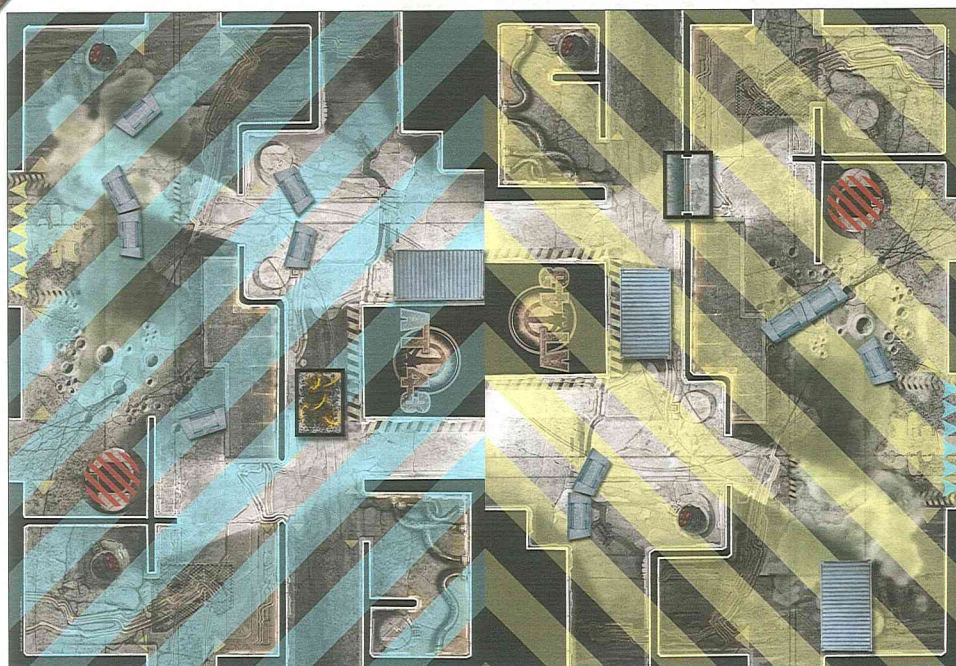


Therian Nodes

The EMI grid is a large network spread across the universe. Although the Therians live a virtual and dematerialized life it still requires physical existence. The surface of Damocles is riddled with hyperlink antennas (see *Cry Havoc* vol. 14), the entrails of the factory world shelter the nodes. These extremely complex machines link the various information networks running all over Damocles. They also connect these networks to hyperlink antennas, in order to keep Damocles in contact with the rest of Therian civilization. Finally, they also channel transmissions and regulate them over large portions of the factory world.

The most important nodes constitute primary and secondary objectives. Their effects are detailed in the mission briefings.

Priority mission - I Lost!



Not so long ago, level -1 of Damocles was hell to the Avans. Yet since the rise of Babel, the Therians are now confronted with the same hazards. Level -1 is a polymorphic labyrinth, whose corridors and rooms are constantly being rearranged. Everyone gets the same treatment here. Units get lost, isolated soldiers vanish, leaving only the echo of their shrieks of terror...

There are many stories about entire companies that got lost in these underground corridors, wandering for hours, or days even. Battles have even been interrupted by the sudden appearance of a wall between the sides. The opposite is also true: when two lost companies bump into each other, the fighting generally is as deadly as the meeting was unexpected!

Violence spares no one. Violent battles have broken out even among the same army, tired and distressed by this unstable environment, companies have started shooting at each other before they realised they were in fact allies. Some high ranking officers also take advantage of the chaos of Damocles to take care their most troublesome rivals...

Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

No armored fighting vehicle can be left in reinforcement.

Tactical positions

See the map.

Primary objectives

- Evacuating a unit: 5 VP

Secondary objectives

- Capturing a nanogenerator: 50 RP
 - Controlling a nanogenerator: 100 RP
 - Capturing a container: 100 RP
 - Controlling a container: 150 RP
- Objectives located in the player's deployment zone do not earn him any RP.

Special rules

Evacuating a unit: A unit is evacuated when its leader steps off the battlefield, through one of the exits indicated on the map.

Nanotechnological chaos: At the end of each round, after moving the nanoperturbation, one of the two players moves a terrain element, as done at the beginning of the game (see *Cry Havoc* vol. 14 p 65). The players take turns, starting with the oldest player.

Access hatch: Reinforcements access the battlefield through the hatches indicated on the map. These are special access zones: the distance traveled is measured from any point of the hatch.

LEGEND

- Access hatch
- Player A's deployment zone
- Player B's deployment zone
- Container (x 1)
- Low wall (x 10)
- Door
- Nanoperturbation

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules (*Cry Havoc* vol.14) and Phase 2 (this issue of *Cry Havoc*).

Cease fire

The mission ends once one of the companies has no more units to evacuate.

The player who has earned the most VP wins. If both players have the same number of VP the game is a tie.

A player cannot score more than 20 VP during this mission. If a player resigns, his opponent automatically wins the maximum number of points.



Priority mission - 2 Forbidden download



LEGEND

- Attacker's access zone
- Attacker's access zone
- Defender's deployment zone
- Container (x 2)
- Nanogenerator (x 4)
- Low wall (x 12)
- Door
- Nanoperturbation
- Therian Node

Level -1 of Damocles contains the Therian databases. The Therians have stored in them records of entire cultures that disappeared long ago. These databases are full of precious technological and military information. They are sought by both the invaders and the Therians, who need them since they been cut off from the consensus. Information is power!

Databases are large installations whose walls are lined with nanochip cabinets. The entire complex is built around a gigantic memory block, a true altar devoted to knowledge. Those who manage to connect to this memory block can download the entire content of a database. An absolutely priceless treasure!

Commanders of a same army have been witnessed fighting to gain control of such information. Whoever recovers the scientific treasure these databases represent is assured an unequalled level of prestige and extraordinary rewards. More than enough to send even the most reasonable commander's head spinning!

Forces available

Both players have the same number of A.P. to build a company. One company will be the defender, this company will hold the memory block at the beginning of the mission. The other company is the attacker; it must gain control of it.

Tactical position

See the map.

Primary objectives

- ♦ Controlling the memory block: 5 VP

Secondary objectives

- ♦ Capturing a nanogenerator: 50 RP *
- ♦ Controlling a nanogenerator: 100 RP
- ♦ Capturing a container: 100 RP *
- ♦ Controlling a container: 150 RP

* Attacker only

Special rules

Node: This is a secondary connection hub, dedicated to the data base. The player who controls it can interact with it.

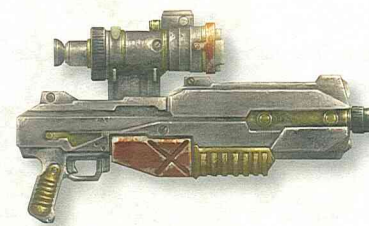
If one of the players controls an active node, he can bring back into the game the fighters placed on the card. The player constitutes a unit for each type of fighter, including as many special weapons available as possible as long as unit composition rules are respected. These units are integrated to the activation sequence of the player who originally owned them at the beginning of the following round, like reserve units.

Moreover, if the player has an overseer in contact with a node, the player can spend 1 LP to choose the direction of the nanoperturbation's next move.

If a U.N. or Red Blok player controls the node, he can choose to deactivate it. All the miniatures placed on the card are removed from the game and the card is flipped over.

Moreover, when a player controls a node and has a fighter with the "Repair" ability in contact with it, he can decide the direction of the nanoperturbation's next move.

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules (*Cry Havoc* vol.14) and Phase 2 (this issue of *Cry Havoc*).



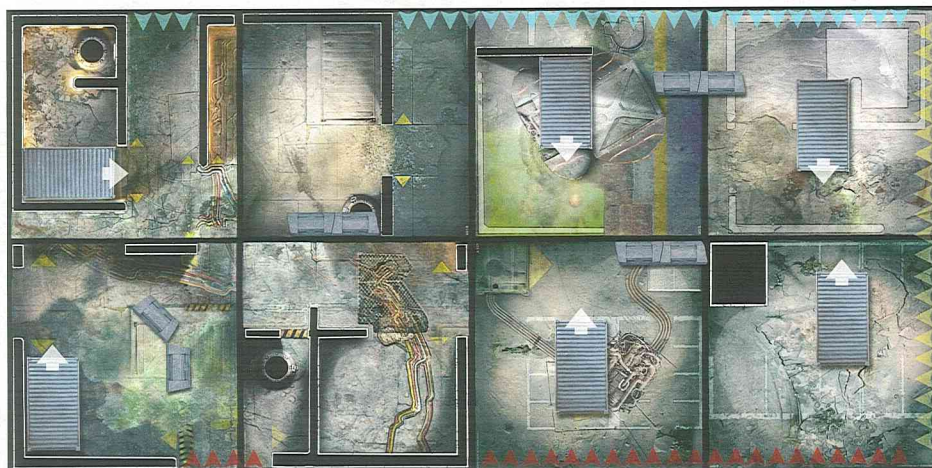
Cessez-le-feu

The game ends when one of the players reaches 20 VP. If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.

Priority mission - 3

Laboratory 51



LEGEND

- Player A's access zone
- Player B's access zone
- Neutral access area
- Container (x 6)
- Low wall (x8)

STORY MODE

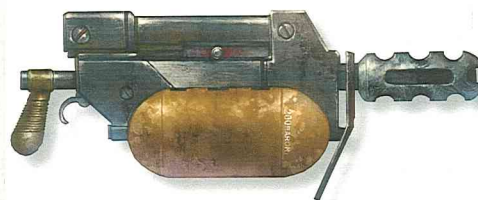
The company that wins this mission has raided laboratory 51. For his next Phase 2 missions, the player now has a 150 A.P. budget to acquire optional equipment. This budget does not regenerate after each mission; the only way to reconstitute it is to raid laboratory 51 again!

Cease fire

This mission ends when all the containers have been opened (they don't have to be searched!). The player with the most VP then wins the game. If both players have the same number of VP, the player controlling the most containers wins. If both players control the same number of containers, the game goes on until one of the players takes the advantage.

If one of the two players cannot win any more VP, victory immediately goes to his opponent.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.



Plundering as much Therian technology as possible is one of the U.N.A.'s main objectives on Damocles. All three armies are locked in an arms race; none of them wants to lose ground to the two others. The Therians take part in it to dig out forgotten designs and prototypes from their armament laboratories. Even the Red Blok cannot completely overlook the possibilities offered by Therian technology!

These laboratories have nothing in common with the tiny Avan installations. Even though they include small workshops for Therians looking for some calm, they also include gigantic hangars and titanic test fields. Overseers stack their inventions in these laboratories, as a child would keep his old toys in a chest...

Any of these Therian prototypes could further the science of another civilization for decades. This means commanders are on the look out. They are ready to claim these treasures in the name of their army or for their own personal glory. Terrible combats break out in these sanctuaries of science and knowledge...

Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

Tactical position

See the map.

Primary objectives

- Searching a container: See Special rules.

Secondary objectives

See Special rules.

Special rules

The containers of laboratory 51 contain prototypes, information and blueprints precious to any army. They are both primary and secondary objectives. Their content is determined randomly when they are searched. A unit can open a container controlled by his company using the rules from the AT-43: *The Rulebook*, p. 97.

A unit can enter an open container controlled by its company and search it. The player then rolls one die and reads the following table to determine the content. A container can only be searched once per game: after that, it is empty.

- Radioactive material!** The fighters in contact with the container suffer an impact (Penetration/Damage ☹️ : 3 +/!);
- Armory!** The unit's fighters get grenades or nanotorms (depending of the army), for free;
- Technical patterns!** Congratulations, high command grants you 200 RP;
- Space coordinates!** Congratulations; high command grants you 400 RP;
- Technological prototype!** You have obtained crucial scientific information. You have earned 2 VP;
- Alien artifact!** You have found an object from an unknown civilization. You have earned 5VP;

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules (*Cry Havoc* vol.14) and phase 2 (this issue of *Cry Havoc*).

Priority mission - 4 Access authorized!



LEGEND

- Player A's access zone
- Player B's access zone
- Container (x 4)
- Nanogenerator (x 4)
- Low wall (x 12)
- Door
- Nanoperturbation
- Therian Node

Although the EMI grid is an information and management space, it still needs the support of a physical network: the nodes. Most of these connection hubs, found all over Damocles, have only minor strategic interest. Yet some of these hubs are used to channel the Therians' virtual exchanges over sectors as wide as continents. In order to control, repair or destroy these nodes, the armies deployed on Damocles are ready to make any kind of sacrifice!

Before the rise of Babel, these nodes were hidden in impregnable bunkers defended by swarms of nanomachines. However, since chaos has fallen upon Damocles, the nanoperturbations have inexplicably rearranged the environment surrounding the main nodes. The latter now stand in the middle of wide open spaces, with only a few empty containers and some walls scattered around in some incomprehensible pattern.

These nodes are at the heart of the battles of level -1. Their importance is such that it is difficult to determine what should be done with them: repair them and bring back peace on Damocles, although it might serve Babel's propagation? Destroy them and paralyze the Therians, even though it could cause irreversible chaos on the factory world? Get hold of them and tinker with these Therian machines? No one has been able to take a decision, and many heated debates are often solved at gun point, even between commanders of the same army!

Forces available

Both players have the same number of A.P. to build a company. Both companies are attackers.

Tactical position

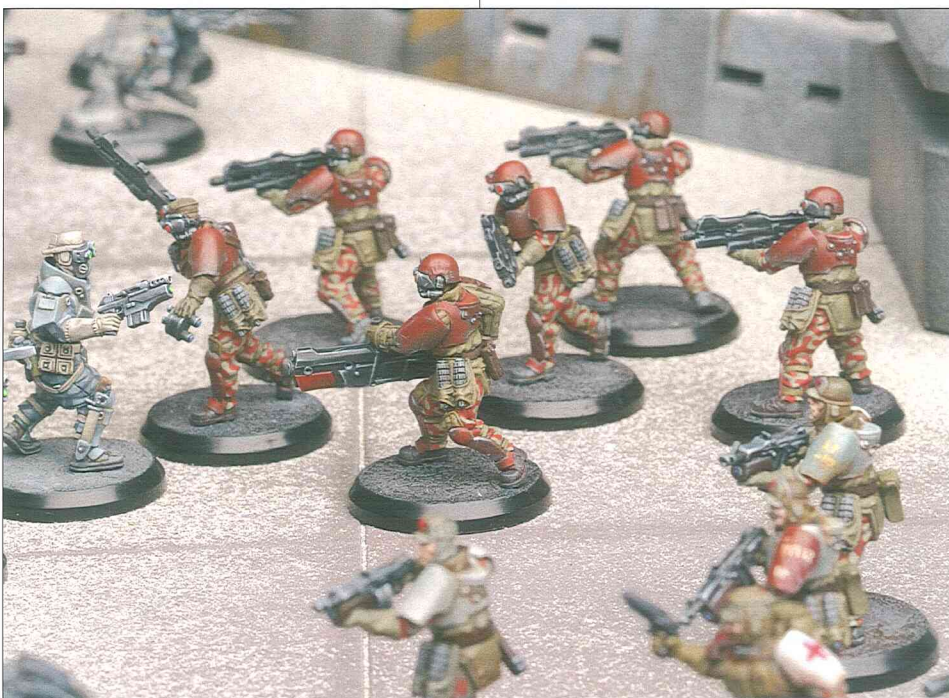
At the beginning of the game, the youngest player rolls a die. The nanoperturbation is placed according to the result. (1, 2, 3 : Blue zone. 4, 5, 6 : Red zone).

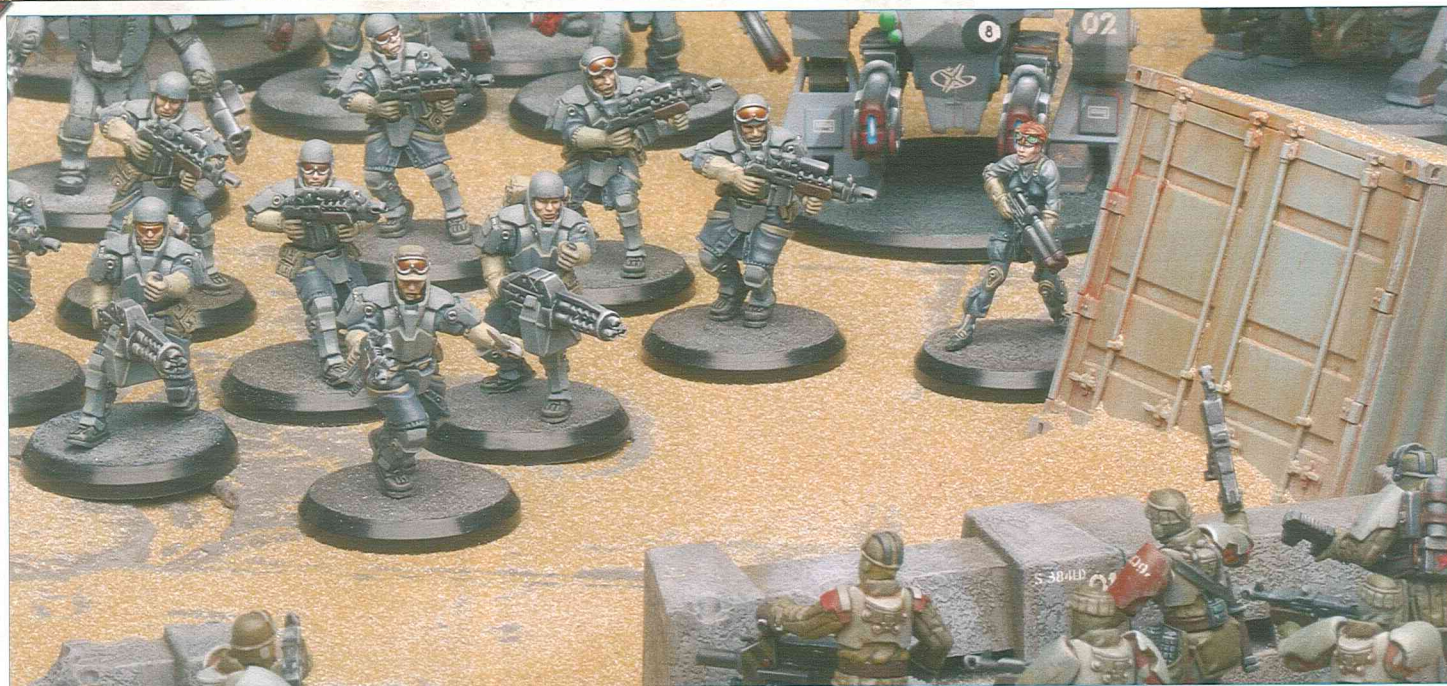
Primary objectives

- ♦ Controlling the node: 5 VP

Secondary objectives

- ♦ Capturing a nanogenerator: 50 RP
- ♦ Controlling a nanogenerator: 100 RP





Special rules

Nanotechnological chaos: At the end of each round, after moving the nanoperturbation, one of the two players moves a terrain element as done at the beginning of the game (see *Cry Havoc* vol. 14 p. 65). The players take turns, starting with the oldest player.

Besides for this mission, the "Terrain" rule (see *Cry Havoc* vol. 14, p. 65) can affect any terrain element no matter the markings and symbols it bears. However, the node cannot be affected.

Finally, "Reconfiguration" routines do not work in this mission.

The node is both a primary and a secondary objective. Controlling it allows a player to decide in which direction both the terrain element subjected to the technological chaos rule and the nanoperturbation are moved. In both cases the distance is always determined randomly. In addition, the node offers the same functionality as during mission 2 of this phase.

This mission uses all the special rules for Operation Damocles detailed in the "New rules" sections of the campaign rules (*Cry Havoc* vol.14) and Phase 2 (this issue of *Cry Havoc*).

Cease fire

The game ends when one of the players reaches 20 VP. If neither of the two players can win any more VP, victory goes to the player who accumulated the most.

A player cannot score more than 20 VP for this mission. If a player resigns, his opponent automatically wins the maximum number of points.

STORY MODE

The company that wins this mission gets to choose what to do with the node. There are three possibilities:

Repair it: The subsequent missions will be played without nanoperturbations, except for mission 4.

Control it: In the subsequent missions, the player always gets to choose in what direction the nanoperturbation moves. Distance is still determined randomly.

Destroy it: Nodes become inoperative in the subsequent missions.

The effect chosen by the winner lasts until the end of phase 2 or until mission 4 is played again. The new winner will then be allowed to choose which effect applies from then on. Each choice cancels and replaces the previous one.



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AT-43 Tactics

Operation Damocles is about to turn the fate of the galaxy around. Most of the fighting involves legions of soldiers, brigades of mechanical servants and thousands of giant robots. However, there are also battles fought by only a handful of men lost in the technological hell of the Therian labyrinth.

If AT-43 is the stage for epic battles for the control of the galaxy, AT-43 Tactics illustrates the destiny of these anonymous soldiers that fight for survival every day!

AT-43 Tactics is played with the miniatures from the AT-43 range.

AT-43 Tactics is tactical game in the universe of AT-43 played by four to seven players.

One of the players is the game leader (GL). Impartial, the GL is the only one to already know the details of the scenario and the surprises awaiting the players. He plays all the enemies (the NPCs: non-player characters). He is also in charge of the proper unfolding of the game and is the arbitrator if there is any problem.

The other players each play a player character (PC), a member of the "Shooting Stars" unit. Throughout the missions, the players cooperate to reach their objectives and survive some thrilling adventures. In between missions, thanks to the experience gained, they improve their PC to achieve the final victory.

THE CHARACTERS

The characters of AT-43 Tactics are defined by characteristics noted on their character sheet. They can improve from one game to the next with experience. In addition, the characters controlled by the GL obey special rules.

PLAYER CHARACTERS

Each member of the Shooting Stars has a speciality and his own character sheet. At the beginning of the game each player, except the GL, chooses the character he controls. One of them must choose to be the lieutenant, another will be the mechanic and a third one will be the medic. Players should make copies of the following pages and cut out their character sheet.

CHARACTERISTICS

The characters' characteristics are as follows:

Designation: The character's role in the unit. Each player can add the name and/or the nickname of their character.

Movement ➡: The base value used to calculate the distance in cm the character can cover when he moves.

Morale ☹: The character's willpower and cool.

Protection 🛡: The protection offered by the character's combat gear.

Combat ⚔: The character's ability to defend himself in close combat.

Endurance ○○○○: The character's physical and psychological reserves.

In contrast to other characteristics, the Endurance value is not fixed. It is a pool of points that changes during the game:

- A character loses one Endurance point for each Damage points he receives;
- The player can also spend one of his character's Endurance points to re-roll a test.

A character can regain Endurance points, but cannot have more than the number indicated on his sheet. At the beginning of the first mission each Shooting Star has six Endurance points.

When a character has no more Endurance points left he falls to the ground (the miniature is laid down). He has lost the will to fight or is too wounded to carry on.

A grounded character cannot perform any actions and all his tests are automatic failures. He can only regain Endurance points when the medic uses his "CPR" ability or when a medpack is used on the character. In both cases he regains one Endurance point, his miniature is put back up on its feet and the character can start playing normally again.

ABILITIES

In addition to his characteristics each character has one or more abilities. These are described on the character's sheet. Using an ability counts as an action, except when it affects another action, such as shooting for instance. In this case its use is simultaneous with the action it affects.

EQUIPMENT

No soldier would head into battle without his gear. Each Shooting Star has his own equipment.

Equipment is split into two categories: standard equipment and optional equipment.

Standard equipment is specific to each character. It requires special training to be used and cannot be handed to another character.

Optional equipment is collected as the missions go. It allows the character who carries it or uses it to benefit from specific game effects. A character cannot carry more than two items of optional equipment.

For the cost of an action, it is possible to hand an item of optional equipment to another character that is in contact.



Standard equipment

These are the weapons indicated on the character sheets. They have their own characteristics:

Accuracy 🎯 : The weapon's accuracy; this also takes into account the shooter's skill;

Rate of attack/Re-roll 🎲 : Number of dice rolled for each attack or shot/Number of times the player can re-roll all failed attack or shot dice;

Area of effect 🌪️ : Radius in cm of the blast caused by the weapon. All the fighters within this distance of the target suffer an impact.

Weapons with an Area of effect are "indirect fire weapons". They ignore cover. If the shooting test is missed, the ammo explodes away from the target and causes no damage.

Penetration/Damage 🗡️ : The weapon's ability to pierce the target's protection/Number of Damage points inflicted for each success on the damage test.

Ammo ○○○○○○ : Each weapon has a limited amount of ammo. Each shot uses as much ammo as the number of dice rolled (re-rolled dice do not count). When all the boxes are ticked the character cannot use this weapon until he finds more ammo.

Optional equipment

Here is the materiel the Shooting Stars may find in the course of their missions:



Ammo crate: The player can use this equipment to reload all the ammo boxes of one weapon.



Triple lense helmet: As long as the character wears this equipment, all his weapons gain +1 in Accuracy 🎯.



Smoke grenades : As long as he carries this equipment, the character can throw a smoke grenade instead of a normal grenade. The blast creates a smoke cloud, represented by any AT-43 card. Until the end of the round, all shots going through this cloud allow their target a cover roll. Using a smoke grenade costs one grenade ammo.



Medpack: The player can use this equipment to restore one Endurance point to his character or to an ally in contact.

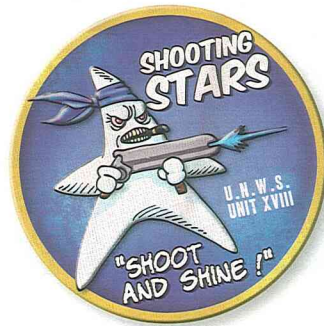


VHF Radio: As long as a character carries this equipment, the Lieutenant gets +1 LP at the beginning of each round.

Each of these items, apart for the triple lense helmet, is represented by a token. The helmet is represented by the alternative heads included in the miniatures boxes.

EXPERIENCE

It is possible to play each mission of AT-43 Tactics independently from each other. However, it is even more fun to play them in order and keep track of each character's development.



At the end of each mission, the players note the Endurance points, ammo and equipment their character has left. The character begins the next mission with these same amounts. However, the PCs can exchange optional equipment in between missions.

At the end of each successful mission, grounded characters automatically recover one Endurance point. The others are rewarded for having fought so fiercely: the player chooses a bonus from the following list and writes it down on his character sheet. Bonuses followed by an asterisk (*) can be chosen again later:

Lethal weapon*: The Re-roll 🎲 value of the character's m     weapons is increased one point.

Tough guy: Each game effect that restores Endurance points gives back twice the number to the character.

Demolition man*: Once per round, when he resolves a shot, the character may have an extra re-roll on the damage test without having to spend any Endurance points.

Disciplined: The character gives an extra 1 LP to the Lieutenant during the tactical phase (as long as he can see him).

Hard boiled*: The character can re-roll each Morale test once, without spending any Endurance points.

Heavy carrier*: The character can carry one additional item of optional equipment.

Eagle eye*: The Re-roll 🎲 value of the character's ranged weapons is increased one point.

Rapid reloading: Using an Ammo crate does not cost an action.

Dasher: The character can shoot or fight immediately after of before performing a rush move.

THE GL'S CHARACTERS

The GL controls all the NPCs, meaning all the characters the Shooting Stars will fight or encounter in the course of their mission.

CHARACTERISTICS

Some NPCs have **Endurance points** like the Shooting Stars and use the same rules as them.

The NPCs that do not have any Endurance are eliminated when they suffer one Damage point. They do not have a character sheet, but their characteristics are indicated on the cards included in the miniatures boxes. All Therian weapons hold 10 ammo. They are immediately reloaded when the character is in contact with a nanogenerator; this costs one action.

Some NPCs have **Structure points**, like terrain elements. Each part of an armored fighting vehicle (frame, propulsion and weapons) has a certain number of Structure points (identified by white boxes on the card's illustration). A part is destroyed when all its Structure points fall to 0.

UNITS

Some NPCs are part of units. Each unit includes a **leader**. The leader has the same characteristics as the other members of his unit, but his miniature is different. He will be the reference point for all distance measurements. When a unit's leader is eliminated, the closest standard character who is part of the same unit becomes the leader. His miniature is replaced by the leader's.

A unit must respect its **cohesion** at all times:

- All the members a unit must be within 10 cm of the leader;
- Each member of the unit must be within 2.5 cm of another member of the unit.

Important: Shooting Stars unit members are not required to respect unit cohesion.

A unit is considered behind cover if at least half of its members are either behind cover or totally hidden.

When the unit is behind cover, all of its members get cover tests.

When a unit performs an action, all its members resolve it at the same time. The GL rolls as many dice as there are characters multiplied by the Attack rate 🎲 of the weapon or the number of impacts. If an indirect fire weapon is shot, the Area of effect 🌪️ is multiplied by the number of successful shots that the unit rolled.

All the unit's members move at the same speed as the slowest amongst them.

Rules

ESSENTIAL RULES

MEASURING DISTANCES

Distances have a determining role. Just like when playing *AT-43*, an action must be declared before measuring any distances.

Distances are measured in cm or in range bands. Range is used for distances when shooting. Range is measured in blocks of 10 cm: 0 to 10 cm is range 0, 10 to 20 cm is range 1, and so on.

All distances are measured with a tape measure, from the edge of an element to the edge of another. It may be the base of a miniature or the edge of a terrain element. In the case of a unit made up of several miniatures, measurements are taken from the edge of the unit leader's base.

BEING IN CONTACT

Two characters, or a character and a terrain element, are **in contact** when there is less than 2.5 cm between the edges of their bases.

WHO CAN SEE WHOM?

Characters can see in all directions. However, an obstacle can prevent one character from seeing another. Lines of sight then need to be checked: if there is a line of sight, the characters see each other.

When 2D terrain is used, the characters can see each other if an imaginary line can be drawn from the edge of the character's base and the base of the element targeted without crossing any obstacle. When 3D terrain is used, the player should bend down to adopt the point of view of miniature representing the character to determine if he can see the target or not.

How the game round goes

An *AT-43 Tactics* mission is played over several rounds. Each round is divided into phases. The GL makes sure all the phases have been played and that each player was able to make his character act!

TACTICAL PHASE

It is during the tactical phase that the game round is organized and whether the PCs or the GL go first is determined.



- First, the GL and the player playing the Lieutenant calculate their Leadership points (LP) pool for the round.

For the GL, this pool is that of the Therian commander indicated in the description of the mission.

For the lieutenant, it is equal to his LP score (5) added to the number of Shooting Stars he can see.

- Then the GL and the player playing the Lieutenant both secretly wager a number of LP (0 to 6). It is impossible to wager more LP than you have.

- Both reveal how much they wagered and roll an Authority test. Both roll a die; the score of the die is added to the Authority and the number of LP wagered (These LP are removed from the pool).

The one who gets the highest total chooses who will be the first active player of the activation phase.

In case of a tie, the Lieutenant wins the initiative.

If the Lieutenant is grounded, the result of his Authority test is always equal to 0.

ACTIVATION PHASE

The active player (the one whose turn it is) activates one of the characters or units under his control. Activating a lone character is free. Activating a unit costs 1 LP.

The active player resolves the actions of the activated character or unit. Each character or unit can only be activated once per round.

During his activation, a character can:

- Either perform a **combat move** (↻ cm) and one **action**;
- Or perform a **rush move** (↻ + 6 cm).

Important: A character in contact with an opponent at the beginning of his activation can only perform a combat move and can only move half of his Movement ↻.

A character can move in any direction and is free to change direction whenever he wants to during his movement. He must go around obstacles and can pass between two obstacles if his base can. Enemy characters are considered obstacles. Characters on the same side are ignored.

Moving around obstacles is easy: the player lets the tape measure run around the obstacle when he measures his character's movement.

During a combat movement it is also possible to climb on top of a terrain element or clamber over it. In this case, the character moves only half of his Movement ↻.

If the terrain element is taller than him, he ends his movement on top of it. Otherwise, he jumps over it and continues his movement.

A character can perform one of the following actions either before or after a combat move:

- ♦ **Hand over equipment:** The character gives one of his items of optional equipment to a visible ally who is in contact and who can carry it;

START WRITING!

AT-43 Tactics character sheets show several tick boxes that are used to track information. These boxes are empty when the character has the corresponding number of points and ammo. Each time a character uses an ammo point or loses any other point, the player ticks one of the corresponding boxes.

Each weapon line has a box that allows the player to indicate which weapon the character has in hand. At the beginning of each mission, the players choose freely from their weapons which one their character has in hand. They then tick the corresponding box.

ROLLING A TEST

Universal table of resolution

When a character shoots, fights or uses certain abilities, it requires a test to find out if the action succeeded or not. For each test, the GL defines an **action value** and a **difficulty**.

The calculation "**action value** – **difficulty**" is then done. The result determines the column to read in the universal table of resolution. This column gives the minimum result needed on a die for the action to succeed.

The number of dice rolled depends on the type of test.

Each die whose result is greater than or equal to the one indicated in the column is a **success**. Any other result is a **miss**.



Automatic miss. No dice are rolled.



Automatic success. No dice are rolled.

There are several special cases:

Combat: A character can fight with any visible opponent in contact.

Each success on this test gives one impact.

Shooting: A character can shoot at a visible target.

The distance separating the marksman from target is measured in ranges. This value is the difficulty of the action.

Each success on this test gives one impact.

Terrain elements may provide cover: when a character is partially hidden by a terrain element he benefits from a cover roll. To resolve it, the character rolls one die per impact suffered. Each die showing a result greater than or equal to 5 cancels an impact.

Cover is ignored if the marksman is within 10 cm of the edge of the cover closest to the target.

It is impossible to shoot at a target partially hidden by another character.

Damage: Each success on this test inflicts on the target a number of Damage points equal to the Damage value of the weapon used.

If , the character loses all his Endurance points if he has any.

Re-roll: Some game effects give one or more re-rolls to the characters. Each re-roll allows the player to re-roll all the dice that showed a miss. The successes obtained on the first roll are added to those obtained after the re-roll.

Universal table of resolution

.../-6	-5/-4	-3/-2	-1/0/+1	+2/+3	+4/+5	+6/...

Action value, difficulties and number of dice

Test	Action value	Difficulty	Number of dice
Ability	See the description of the ability	See the description of the mission	1 per character activated
Combat	of the weapon used	of the target	of the weapon for every character activated.
Damage	of the weapon used	of the target	1 per impact inflicted
Morale		8	1
Shooting	of the weapon used	Range of the shot	of the weapon for every character activated.

Shooting the terrain

		Structure points*	Size
Container	8	3	3
Low wall	12	1	1
Nanogenerator	11	2**	2

* Equivalent of the PCs' Endurance points.

** When a container is destroyed, the materiel it contains is lost and all the characters inside suffer one Damage point.

• **Open/Close:** The character open or close a visible door or container in contact. It is possible to enter an open container;

• **Pick up an item:** The character picks up a piece of equipment. This action is only possible if he is inside the container containing the object;

• **Equip:** The character swaps the weapon he has in hand;

• **Fight:** The character attacks a visible enemy in contact with a m  lee weapon;

• **Shoot:** The character indicates a target and shoots at it with one of his ranged weapons;

• **Use an ability:** The character uses one of his abilities. If this ability is associated with a ranged weapon, the character shoots at the same time;

• **Use an item of equipment:** The character uses an item of optional equipment and solves its effect. The equipment is then discarded.

Once the character has finished acting his activation ends and another player becomes active:

• If it is a PC who has just played, the GL becomes the active player;

• If it is the GL who has just played, another player becomes the active player. It is the Lieutenant who chooses whose turn it is from among the characters who have not yet activated in this round.

CONTROL PHASE

This phase allows the players to evaluate the situation. The GL checks if the objectives have been fulfilled by the PC or if an event specific to the mission occurs (reinforcements for instance).

A new round then begins.

Mission – I: Prison break

During Operation Damocles, a brave unit of steel troopers has been showing its valor in particularly bold commando actions: you are the Shooting Stars. You never run away. Sacrifice does not scare you as you venture far behind enemy lines, deep inside Damocles. Each time your courage and your training has allowed you to make it back in one piece.

Except for this time.

One nanostorm too many and you are grounded. The storm golems are on top of you. Overwhelmed, you really think your time has come...

You are wrong: you wake up in a cold, dark cell. Your courage wavers, but only for a second. You realize that the morphos have made one major mistake: they have left you your combat knives!

SITUATION REPORT

This mission takes place in an installation at Level 0 of Damocles. The Shooting Stars are unwillingly captured by the Web Striders who are carrying out experiments on human behavior.

This installation shelters laboratories and hangers under the control of this faction.

The gameboard used for this mission represents only part of this complex, a prison under the surveillance of storm golems. The exit indicated seems to lead outside, while the other exits lead into the depths of Damocles.

DEPLOYMENT

At the beginning of the game, the GM deploys the storm golems as shown on the map. He splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crates x 3;
- Medpack x 3.

The Shooting Stars are deployed in their cell, wherever they want. They all have their combat knife in hand.



OBJECTIVES

The Shooting Stars must break out!

To complete this mission, they must:

- Get out of their cell;
- Equip;
- All make it to the evacuation zone shown on the map.

PNJ

For this mission the GL has six storm golems, including one with a sonic gun. Each one of them is an independent NPC. Their commander (not represented) controls them remotely; he has the following characteristics: Authority 2, LP 2).

OPERATION DAMOCLES: BEHIND ENEMY LINES

During Operation Damocles, a brave unit of steel troopers has been showing its valor in particularly bold commando actions: they are the Shooting Stars. The following missions tell their adventures, away from the great battles fought on the factory world.

Each mission can be played independently, but it is much more fun to play them in the right order, using the experience rules.

At the beginning of each mission the GL places the terrain and the NPCs. Then he reads the introduction text to the players. Each player then places on the terrain the miniature representing his character, as detailed in the mission's introduction. The first round can then begin!

Materiel needed:

- Accessory Box: Expansion Set 2
- Tape measure (available in the Accessory Box: Expansion Set I)
- Attachment Box: Steel troopers
- Unit Box: Storm golems

- Attachment Box: Storm golems
- Unit Box: Wraith golgoth
- Unit Box: Steel TacArms (optional)

or, if you already own the Initiation Set:

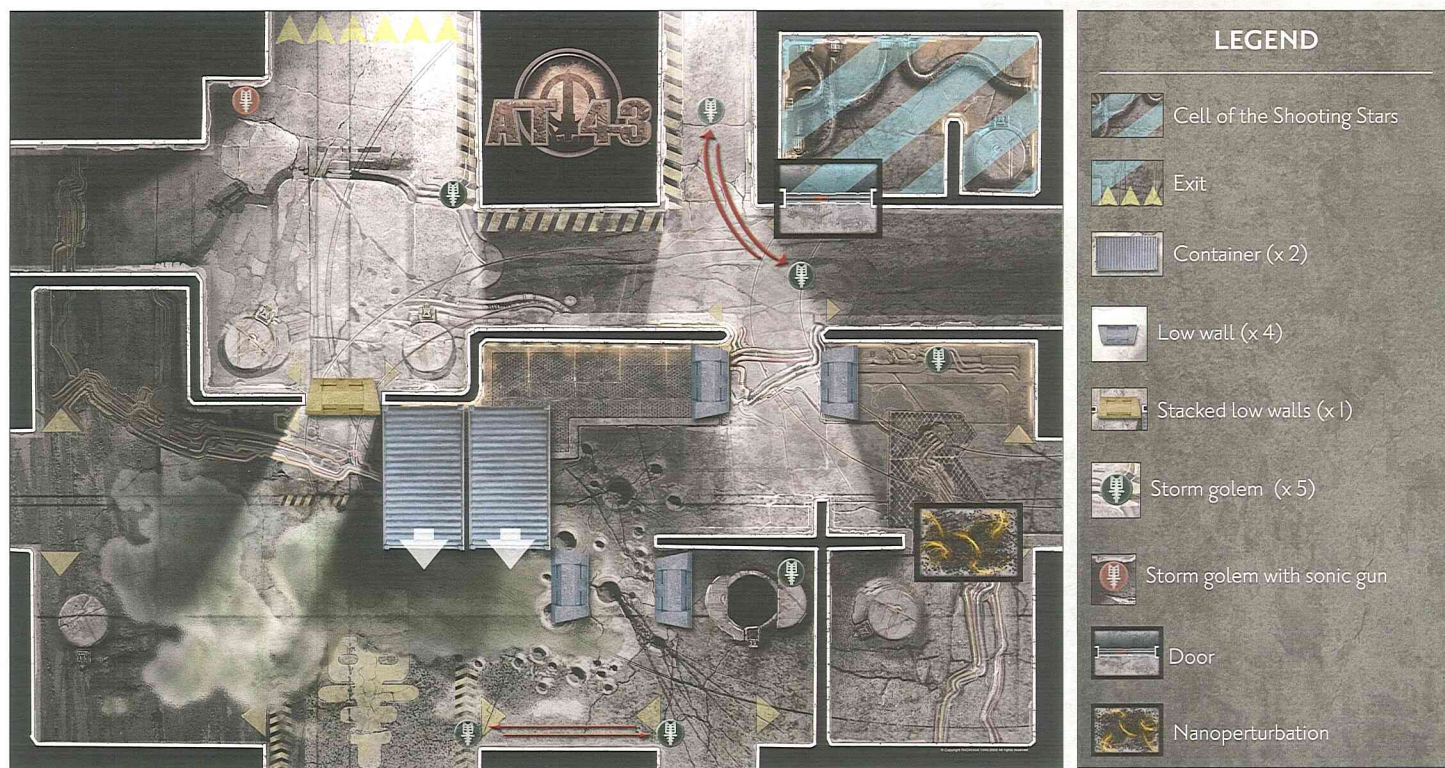
- Attachment Box: Steel troopers
- Unit Box: Storm golems
- Unit Box: Wraith golgoth
- Unit Box: Steel TacArms (optional)

TOP SECRET :

Important, mission rules should only be read by the GL!

Each mission briefing details what information the GL should give to the players and when to do it. If a rules question arises it is up to the GL to arbitrate the problem.

However, he plays without a screen and his characters are subject to normal rules: when he manages the NPCs, the GL is a player (almost) like the others!



At the beginning of the scenario all the Therians remain still, except for those whose patrol round is shown on the map: the latter perform a combat move each round, moving from one position to the next.

If the alarm is given, the GL freely controls all the storm golems from the beginning of the next round.

The storm golems must eliminate the fugitives at all cost!

In addition, the GL can then call in reinforcements by spending LP:

- 1 storm golem with nanoblaster and reaper blades: 1 LP;
- 1 storm golem with sonic gun: 2 LP.

These reinforcements enter the game at the beginning of the following round through any entrance.

The GL can bring in as many storm golems as his LP pool allows him to. However, the total number of storm golems on the game board cannot exceed the number of PCs.

INSTRUCTIONS

At the beginning of the mission, the Shooting Stars don't have any standard or optional equipment, except their combat knife.

As they break out, the PCs will explore this sector of the complex. Some terrain elements have special functions. The GL must reveal them to the players once their characters can see them.

Cell door: If the mechanic is in contact with the door, he can use his "Intrusion" ability to open it. The difficulty of this action is 8, since the mechanic only has his combat knife to open it. If the test succeeds, the door can be opened at the cost of an action that any PC can accomplish.

Containers: A character inside a container can perform the pick up an item action. Inside the containers of this mission, he can choose to pick up the first weapon of his standard equipment, with 10 ammo, rather than one of the items represented by a token.

Using an ammo crate allows him to pick up his grenades.

Nanoperturbation: The "Nanoperturbation" card represents a wall of nanomachines. For the time being, the Shooting Stars have no way to find out what is on the other side...

While they explore this sector, the PCs have to be careful not to trigger the alarm. The GL informs them at the beginning of this mission about this constraint and the following triggering conditions (the GL checks these conditions during the control phase)

- A ranged weapon is used;
- A Therian can see a Shooting Star and the latter is not behind cover;
- A Shooting Star has performed a rush move less than 10 cm away from a Therian;
- A Therian can see an open container door.

If any one of these conditions is fulfilled, the alarm is triggered.

If the Shooting Stars destroy any terrain elements, the GL must write down which ones for mission 3.



Mission - 2: Hubbub



LEGEND

- Shooting Stars access zone
- Container (x 2)
- Nanogenerator (x 2)
- Low wall (x 4)
- Storm golem (x 3)
- Storm golem with sonic gun (x 1)
- Door
- Nanoperturbation

The morphos on your heels, you make your way as fast as possible through the corridors of the Therian complex. Finally, you are alone. The corridors all look the same, but the mechanic scrutinizes the area and spots some important nanotechnological activity. It has got to be a node. If you can hack into it, you could learn more about the complex and find how to get out!

SITUATION REPORT

This mission takes place close to the prison, in a sector dedicated to the Web Striders' experiments. There is a node, meant to facilitate Therian research. The mechanic has picked up its location.

DEPLOYMENT

At the beginning of the game, the GM deploys the storm golems as shown on the map. He splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 3
- Triple lense helmets x 2
- Smoke grenades x 2
- Medpack x 3
- VHF radio x 2

The Shooting Stars are not deployed. They will enter the game through the indicated access, during their first activation.

OBJECTIVES

The Shooting Stars must gather information concerning the Therian complex.

To complete this mission they must:

- Reach the node;
- Connect to it;
- Discover information #6.

NPCs

For this mission the GL has six storm golems, including one armed with a sonic gun. Each one of them constitutes an independent character. The commander (not represented) controls them remotely; he has the following characteristics:

- Authority : 2, LP : 2.

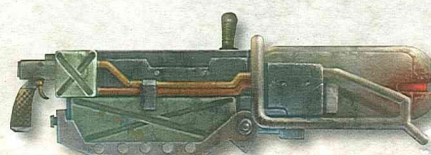
During this mission, the GL freely controls the Therians. He must try to prevent the Shooting Stars from reaching the node.

The GL can call in reinforcement by spending LP:

- 1 storm golem with nanoblaster and reaper blades: 0.5 PC;
- 1 storm golem with sonic gun: 1 PC.

These reinforcements enter the game at the beginning of the following round in contact with any nanogenerator. If all the nanogenerators have been destroyed, they enter through any entrance, but the cost of each golem is doubled.

The GL can bring in as many storm golems as his LP pool allows him to. The total number of storm golems present on the game board at the same time cannot exceed the number of PCs.



INSTRUCTIONS

Some terrain elements have special functions. The GL must reveal them to the players once their characters can see them.

The door: It has Protection 12 and 1 Structure point. The mechanic can open with a successful difficulty 3. The Therians in contact can open it if the GL spends 1 LP.

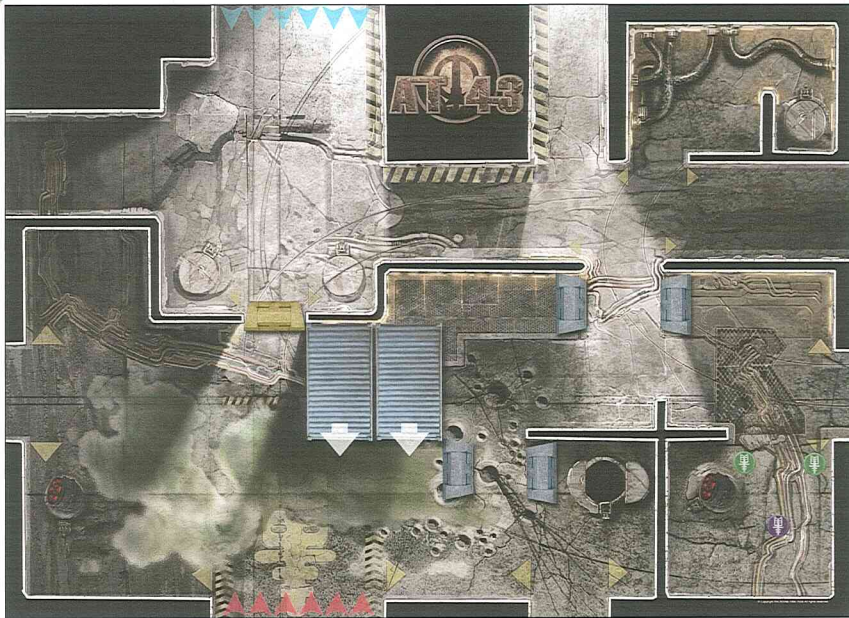
The node: The mechanic can connect to it with a successful difficulty 8 intrusion test. His player then rolls a die and the GL read the information corresponding to the result:

- //Subjects Humans captured as planned// Waiting for further instructions//
- //Research routine detected//Isolation of the complex activated//
- //Company .UNA annihilated//Materiel intact//Waiting for further instructions//
- //ALERT!//ALERT!// Subjects Humans have broken out//Calling all units: seek and destroy//
- //Alpha Tandahar in approach//Reconfiguration of the complex to suit incoming golgoth//
- //Subject TH-01 still in confinement//Error// directive 01001 cancelled//confinement compromised//

As long as he remains in contact with the node, the mechanic stays connected. At the cost of an action, he can roll the die to obtain more information. If the result of the die indicates information already obtained, the GL reads down the list to the next item of information until a new item of information is discovered.

If the mechanic accesses information #6, the lights of the sector go out and the mission ends...on a success!

Mission - 3: Close encounters of the third kind



LEGEND

	Shooting Stars access zone		Stacked low walls (x 1)
	Therian unit access zone		Storm golem (x 3)
	Container (x 2)		Storm golem with sonic gun (x 1)
	Nanogenerator (x 2)		
	Low wall (x 4)		

The lights come back on in the Therian complex. And with them, hope. Before disconnecting from the hub, the mechanic has downloaded subject TH-01's file. Apparently, it appears to be a Therian dissident, confined not far from your old cell. Convinced that the enemy of your enemy can become your friend, you turn around and head back to the prison. But this time you've got guns...

SITUATION REPORT

This mission takes place in the same sector where the Shooting Stars were held captive (mission 1). The intrusion into the node has deactivated the nanoperturbation and TH-01's cell is now accessible. This Therian is an overseer omicron called Kasyth. He is opposed to overseer alpha Tandahar's project and to any experimentation on humans. He believes that the virtual consciousness sought by the Web Striders cannot be conceived from an animal consciousness, but should emerge from the EMI grid, the Therian network.

By the time the Shooting Stars arrive, a unit of nine storm golems, including three with sonic guns, has been sent to neutralize Kasyth.

DEPLOYMENT

At the beginning of the game the GL deploys Kasyth and his two bodyguards. The storm golem unit is not deployed. It will enter the game during its first activation. The GL splits the following tokens

inside the containers, without letting the other players know what they are:

- Ammo crate x 1
- Triple lense helmet x 1
- Smoke grenades x 1
- Medpack x 1
- VHF radio x 1

The Shooting Stars are not deployed. They will enter the game through the indicated access during their first activation.

OBJECTIVES

The Shooting Stars must establish contact with TH-01, omicron Kasyth.

To complete this mission the Shooting Stars must:

- Reach Kasyth's cell;
- Negotiate a truce with Kasyth;
- Eliminate all enemy storm golems.

NPC

During this mission, the GL manages two groups of NPCs with opposing objectives:

- **Omicron Kasyth and his two bodyguards** (Authority 3, LP 4) just hold their position. The two bodyguards are storm golems with flamers. Kasyth uses his EMI grid access to analyze the situation;
- **Storm golem unit** (Authority 2, LP 3) is composed of nine storm golems, including three sonic guns. Each round the unit advances towards

Kasyth, eliminating any resistance. Once it sees the omicron it tries to eliminate him. If it manages to eliminate him the mission is a failure.

These two groups take part in the Authority test. If one of them wins it, it plays first. The PCs then play second, unless the Lieutenant prefers to go third.

INSTRUCTIONS

The PCs must not eliminate Kasyth.

They are supposed negotiate with him.

Unfortunately, at the beginning of the mission, the omicron considers them as a threat.

However, the Shooting Stars can convince him of their good intentions: if the Lieutenant can see Kasyth, he can roll a test with his own Authority against a difficulty of 3.

If this test is a success, the omicron agrees to a truce.

But still, he will only collaborate with the Shooting Stars once all the enemy storm golems are eliminated.

SPECIAL WEAPONS AND UNITS

When a special weapon bearer (sonic gun or flamer) is included in the unit, he must respect cohesion rules but may shoot at a different target than the rest of his unit. Each special weapon bearer can pick a different target.

Mission - 4: When golgoths attack!



LEGEND

-  Shooting Stars access zones
-  Exit
-  Tandahar
-  Container (x 3)
-  Nanogenerator (x 2)
-  Low wall (x 6)

While leading you to the exit, the omicron Kasyth explains why you have been captured: some Web Striders are trying to simulate human behavior with their machines. He is opposed to this since he believes that only the EMI grid is a worthwhile model.

Just as he comes to this conclusion, you step into the open, into the middle of the Web Striders' complex.

Suddenly Kasyth is sent flying backwards. He got pierced by a high caliber nanomunition! Your worst nightmare has come true: from across the concrete expanse, a Wraith golgoth comes darting straight at you!

Without a Fire Toad, you are doomed. Fortunately, the Lieutenant spots a hangar on the other side of the complex. If you manage to get across the open expanse, you'll be safe!

SITUATION REPORT

This mission takes place on a huge stretch of concrete, which is meant to let Therian armored fighting vehicles get from one building to the next. On the other side, there is a hangar, the only shelter in sight. The Wraith golgoth is no other than the alpha Tandahar, the PCs' true jailer and the leader of the project taking place in the complex.

DEPLOYMENT

At the beginning of the game, the GL deploys the alpha Tandahar's Wraith golgoth as indicated on the map. He splits the following tokens inside the con-

tainers, without letting the other players know what they are:

- Ammo crate x 1
- Medpack x 1

The Shooting Stars are not deployed. They will enter the game through the indicated access during their first activation.

OBJECTIVES

The Shooting Stars must get across the sector!

To complete this mission, at least one Shooting Star must reach the evacuation zone indicated on the map.

NPC

For this mission, the GL has only the Wraith golgoth piloted by the alpha Tandahar to manage. The latter has the following characteristics: Authority  2, LP  2.

The omicron Kasyth is not necessarily dead. If another player has joined the group, he can play Kasyth. The overseer's biomechanical nature has allowed him to survive the fire of the medium nucleus cannon. However, he has only one Endurance point left. The medic cannot heal him. His LP are not added to the Lieutenant's, but Kasyth can use them for his own needs or to generate re-rolls.



INSTRUCTIONS

The alpha Tandahar is aboard Wraith golgoth. When it performs a rush move, it can move over Movement ⤴ plus 10 cm. It ignores characters on his side, but the latter must go around it when they move.

When his Wraith golgoth suffers damage, each impact needs to be located with a die roll:

- ♦ **1-2:** Propulsion;
- ♦ **3-5:** Frame;
- ♦ **6:** A weapon (chosen by the shooting player).

• The indicated part loses a number of Structure points equal to the damage value ☹ of the weapon used. The GL ticks the number of boxes in the corresponding part of the Wraith golgoth. If a location loses its last Structure point, the following effect is applied:

- ♦ **Propulsion:** The Wraith golgoth cannot move anymore; from now on, any damage inflicted to the propulsion will be transferred to the frame;
- ♦ **Frame:** The Wraith golgoth explodes;
- ♦ **A weapon:** This weapon cannot shoot anymore; once both weapons are destroyed, any damage inflicted to a weapon will be transferred to the frame.

The Shooting Stars have a lot to worry about with the Wraith golgoth. This huge combat strider is so terrifying that each PC must perform a Morale test (difficulty 8) in the following conditions:

TAKE COVER!

When a Shooting Star ends his activation, the Lieutenant can spend 1 LP to issue him the "Take cover!" combat drill. The character's cover tests are successful on a result of 3 or more until the next activation.

The GL can do the same to tell an NPC or a unit to "Take cover!".

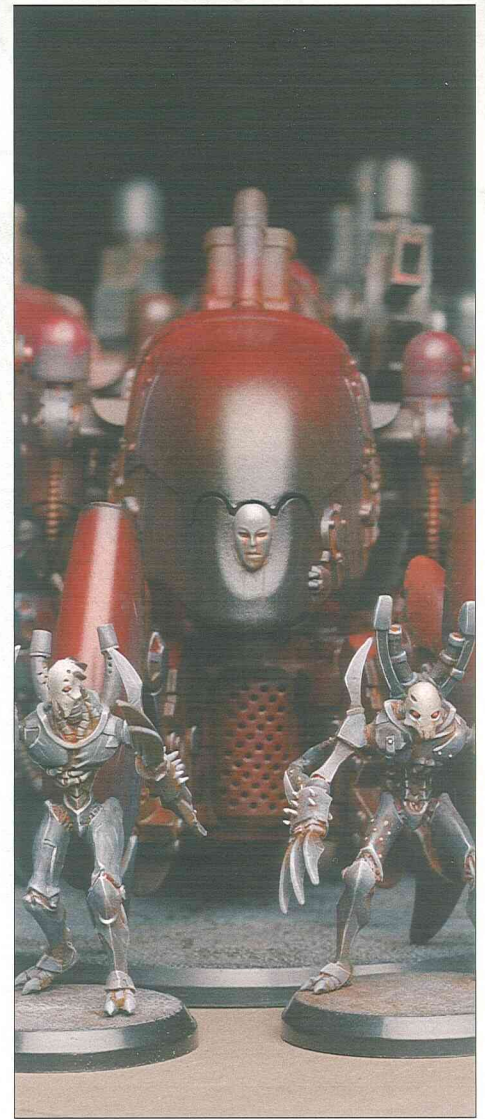
• At the beginning of his activation, if he is within sight of the golgoth. If the test is failed, he must begin his activation with a movement to get out of sight from the golgoth.

• During his activation, if he wishes to finish his movement within sight of the golgoth. If the test fails, he must finish his movement out of sight from the golgoth.

The two nanogenerators are powerful Tharian mechanisms. During the control phase, if an overseer (Tandahar or Kasyth) is within 10 cm of a nanogenerator, he can spend 1 LP:

- Either to generate two storm golems that will obey him;
- Or to regain one Endurance point or one Structure point.

If the Shooting Stars destroy terrain elements the GL must write down which ones for mission 6.



Mission - 5: Grab your weapons Avans!



LEGEND

-  Shooting Stars deployment zone
-  Therian access zone
-  Container (x 3)
-  Nanogenerator (x 2)
-  Low wall (x 5)

Panting, you close the hangar doors behind you. This layer of steel should slow the golgoth down. You then realize where you have set foot. It is a building as huge as the one you were held captive in. You can already hear them approaching your positions. They are watching you, preparing their attack... You spot some U.N. marked containers, stored there by the Therians. With a little luck they will contain what you need to get rid of the golgoth. You have got to buy enough time to grab everything you need!

SITUATION REPORT

This mission takes place in a hangar close to the sector patrolled by alpha Tandahar. The U.N. containers are stored there. The arrival of the Shooting Stars has disturbed its inhabitants, who are sending storm golems to eliminate them.

If the omicron Kasyth was accompanying the Shooting Stars in the previous mission, he stays with them for this mission. He benefits from the same experience rules as the other PCs.

DEPLOYMENT

The GL does not deploy the Therians, who will enter the game through one of the accesses indicated during their first activation.

He splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crate x 1
- Triple lense helmet x 2
- Smoke grenades x 1
- Medpack x 1
- VHF radio x 1

The Shooting Stars are deployed wherever they want in the zone indicated on the map.

OBJECTIVES

The Shooting Stars need weapons!

To complete this mission, the Shooting Stars must:

- Find three TacArms;
- Re-activate them;
- Jump in them.

The Therians then retreat faced with the firepower of the TacArms.





NPC

During this mission the GL manages two storm golem units. Each one is composed of four storm golems including one sonic gun. A commander (not represented) controls these units remotely; he has the following characteristics: Authority 2, LP 2.

The storm golems are programmed to neutralize the threat presented by the Shooting Stars.

When a unit is eliminated a new identical one comes in through one of the accesses indicated on the map.

If there are more storm golems than PCs within 10 cm of a nanogenerator then the Therians control it. They then obtain reinforcements: during the control phase, a storm golem joins the unit controlling the nanogenerator. This storm golem can have a flamer or a sonic gun if the unit joined does not already have any special weapon bearers.

INSTRUCTIONS

Each container holds, in addition to the materiel indicated on the map, an empty and de-activated TacArm (short for *tactical armor unit*, the U.N. battlesuit). Before being able to use it, each TacArm needs to be re-activated by the mechanic at the cost of one action. A Shooting Star beginning his activation inside a container can jump into a reactivated TacArm, as long as he does not do anything else during this round. His miniature is then replaced by

that of a steel TacArm, or the token found in these pages is left next to his miniature.

A PC in a TacArm has Protection 9, but he cannot use any weapon and cannot fight in close combat. However, the mechanic can use an action to mount the gunman's laser gun onto the latter's TacArm, who can then use it.

Each TacArm is equipped with a laser targeter.

LASER TARGETER

This tagging system gives the TacArms the "Designator" ability. During his activation, a character with this ability can tag a visible enemy. Until the end of the round indirect fire weapons or locked shot weapons do not need a line of sight to target the tagged enemy.

OVERWATCH!

When a Shooting Star ends his activation, the Lieutenant may spend 1 LP to issue him the "Overwatch!" combat drill. This is only possible if the PC did not shoot during his activation. He can now shoot at an enemy character or enemy unit after it moved. This combat drill remains active until the character shoots or is activated once again.

The GL can do the same to put an NPC or a unit in overwatch.



Mission - 6: Toe to toe with the golgoth!



LEGEND

-  Shooting Stars access zone
-  Therian access zone
-  Tandahar
-  Container (x 3)
-  Nanogenerator (x 2)
-  Low wall (x 6)

OBJECTIVES

The Shooting Stars must destroy Tandahar!

To complete this mission, the Shooting Stars "simply" need to eliminate the alpha Tandahar's Wraith golgoth. Once this is done, they will be able to leave the Web Strider complex and get back to General MacBright's HQ!

The storm golems' assault is over. Faced with the power of your TacArms, they have fled. However, the hardest part is still to come. You open the doors of the hangar and scrutinize the huge concrete stretch that shows the scars of the previous battle against Tandahar. The overseer has detected you: you can hear the threatening racket of its legs on the concrete. This time you win or you die!

SITUATION REPORT

This mission takes place in the sector where the Shooting Stars have fought the alpha Tandahar two missions earlier. The overseer is waiting for you, blocking the only way out of the complex. While the PC were putting on their TacArms, Tandahar has called for reinforcements, which arrive at the same time as the PCs: a unit of storm golems.

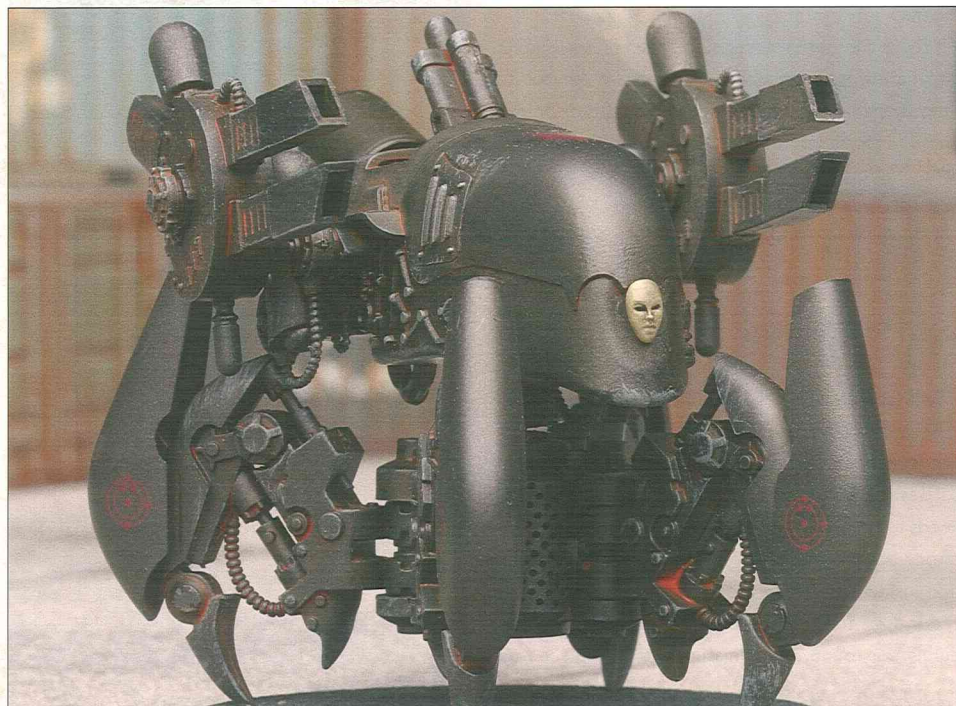
If the omicron Kasyth was accompanying the Shooting Stars in the previous mission, he stays with them for this mission. He benefits from the same experience rules as the other PCs.

DEPLOYMENT

At the beginning of the game, the GL deploys the alpha Tandahar as indicated on the map. The storm golem unit is not deployed; it will enter the game through one of the accesses indicated, during its first activation. The GL splits the following tokens inside the containers, without letting the other players know what they are:

- Ammo crates x 1
- Triple lense helmet x 1
- Smoke grenades x 1
- Medpack x 1
- VHF radio x 1

The Shooting Stars are not deployed. They will enter the game through the indicated access, during their first activation.



NPC

During this mission, the GL controls the alpha Tandahar and a unit of nine storm golems, including three sonic guns. Tandahar is the commander. He has the following characteristics : Authority  2, LP  2.

Tandahar will stop at nothing to eliminated the PCs. This is a combat to the death!

INSTRUCTIONS

This mission uses the same rules as mission 4 concerning the golgoth, morale tests and the nanogen-erators. The PCs wearing TacArms do not need to roll Morale tests.

The TacArms are still equipped with laser targeters.

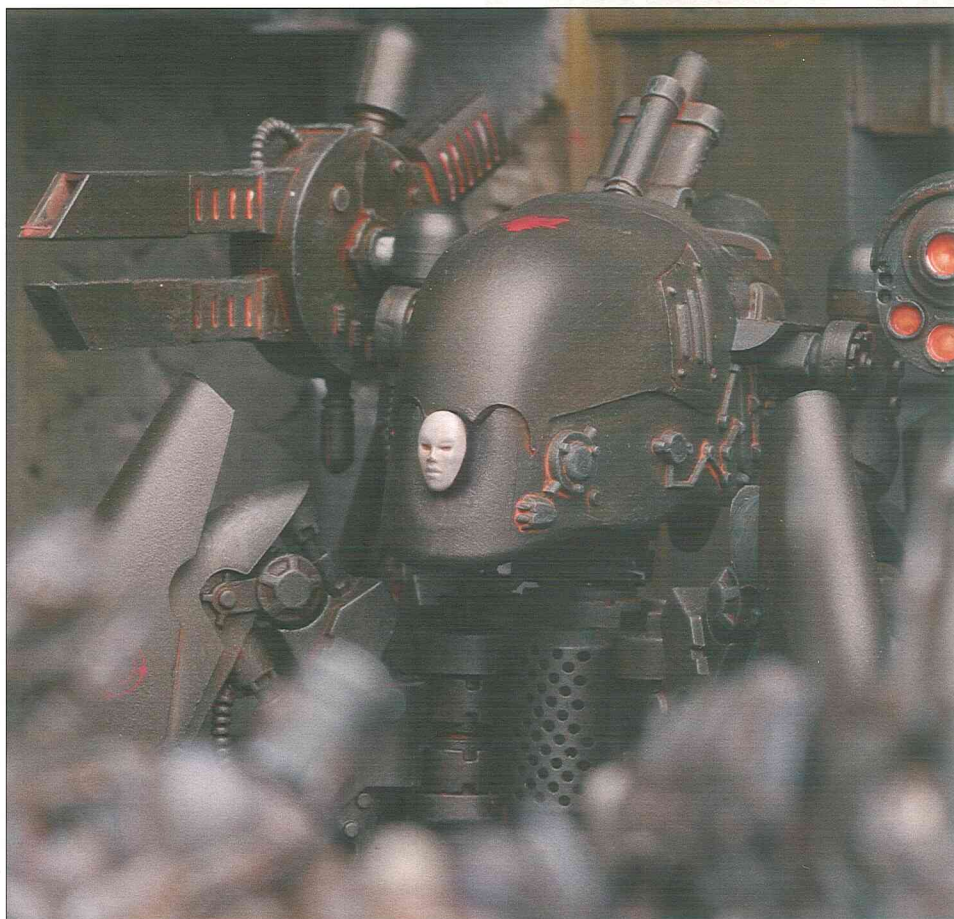
When a PC in a TacArm is wounded by the medium nucleus cannon, he loses only one Endurance point. However, his TacArm does not work anymore and he is immobilized. On his next activation he can get out of the TacArm at the cost of an action. If he is hit once more by the medium nucleus cannon before being able to get out, he loses all his Endurance points. A PC may remain in a TacArm as long as he manages to roll a successful Morale test (difficulty 8). However, he cannot do anything. A mechanic can use his "Repair" ability to fix the TacArm. If the PCs manage to defeat alpha Tandahar, the GL reads the following text:

The Wraith golgoth explodes in a gigantic fireball. Debris flies through the air, wedging itself in the walls and the containers. Far behind the smoking wreck, you can make out an opening in the wall surrounding the complex. The exit, at last! The whole unit runs towards freedom. But suddenly, the door turns into a wall! Dozens of storm golems appear from the underground ducts, obviously determined to make you pay for your boldness. You were so close...

WE ARE GOING BACK THERE!

Congratulations, you have completed the missions of AT-43 Tactics: Behind enemy lines. Fortunately, the adventure does not end here. You can play the missions again, either to gain more experience, or to try one of the following variants:

- ♦ **Nightmare:** The number of Therians on the gameboard is not limited.
- ♦ **GodMode:** No need to count your ammo: they are unlimited!
- ♦ **Respawn:** Each time an enemy is eliminated, a new one appears through one the Therians' accesses.
- ♦ **Survival:** The number of equipment pieces available for each mission is halved, rounded down.



Your radio crackles. The voice of Colonel Stark rings in your ears:

"Get to the wall! Come on, faster!"

You feel lifted by this new hope. Leveling your weapons, you run to meet the dozens of morphos surrounding you. The air burning your lungs you keep running. You fire off the last of your ammo. The door remains desperately closed...

A bright beam of light tears through the sky and hits the wall, blowing it open upon impact. You close your

eyes, blinded by the fire of the UNSS Battleaxe. When you open them again, the morphos are busy shooting the incoming White Stars space shuttles. On the other side of the door, you can see steel troopers breaking through. Digging into you last reserves, you start running again. You stagger past the limits of the complex and collapse among you brothers in arms. Before you black out, you hear Colonel Stark's voice one last time:

"Welcome home, boys."



Character sheet



Lieutenant



14/20



5



5



4

Endurance: ● ● ● ● ● ● ● ●

« Go, go, go! »

Authority: The lieutenant has a value of 2 to solve Authority tests.

Leadership: The lieutenant has a minimum of 5 LP for each round. Each point he spends allows him to give a re-roll to an ally he can see.

Weapon

	●	⚔	☄	☠
LASER RIFLE	5	1/0	-	5/1
AMMO ● ● ● ● ● ● ● ●				
GRENADES	0	1/0	3	4/1
AMMO ● ● ● ● ●				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Medic



14/20



5



5



4

Endurance: ● ● ● ● ● ● ● ●

« Where did that hole come from? »

First aid: The medic can give back 1 Endurance point to himself or to an ally in contact.

CPR: The medic can give back all Endurance points to himself or to an ally in contact. This requires the use of one medpack.

Weapon

	●	⚔	☄	☠
LASER RIFLE	5	1/0	-	5/1
AMMO ● ● ● ● ● ● ● ●				
GRENADES	0	1/0	3	4/1
AMMO ● ● ● ● ●				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Gunman



14/20



5



5



4

Endurance: ● ● ● ● ● ● ● ●

« Contaaaaact ! »

Firepower: After a shooting test, the Gunman can split the impacts among the target and the other possible targets in contact with the first.

Weapon

	●	⚔	☄	☠
VOLCANO MG	4	3/0	-	7/1
AMMO ● ● ● ● ● ● ● ●				
GRENADES	0	1/0	3	4/1
AMMO ● ● ● ● ●				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Gunman



14/20



5



5



4

Endurance: ● ● ● ● ● ● ● ●

« Fox 2 ! Fox 2 ! »

Locked shot: Missile launcher shots are not affected by cover and zones of fire. They can only target elements with structure points. The minimum result needed on the shooting test is indicated in the ☄ row.

Weapon

	●	⚔	☄	☠
MISSILE LAUNCHER	3+	1/0	-	13/2
AMMO ● ● ●				
GRENADES	0	1/0	3	4/1
AMMO ● ● ● ● ●				
COMBAT KNIFE	4	1/0	-	3/1

OPTIONAL EQUIPMENT

EXPERIENCE



Gunman



14/20 5 5 4

Endurance: ●●●●●●

« I love this gun. »

Overheating: The Gunman can spend an extra ammo to get a re-roll on a damage test. He can do this as many times as he wishes to.

Weapon

LASER GUN	7	1/1	-	14/1	☐
AMMO	●●●●●●●●				
GRENADES	0	1/0	3	4/1	☐
AMMO	●●●●●				
COMBAT KNIFE	4	1/0	-	3/1	☐

OPTIONAL EQUIPMENT

EXPERIENCE



Omicron Kasyth



18 - 6 5

Endurance: ●●●●●●

« We are a higher life form. »

Authority: The omicron Kasyth has Authority 3.

Leadership: The omicron Kasyth has 4 LP for each round. He can spend them to give a re-roll to a visible ally.

Weapon

NANOBLASTER	3	1/1	-	5/1	☐
AMMO	●●●●●●●●				
REAPER BLADES	6	1/0	-	7/1	☐

OPTIONAL EQUIPMENT

EXPERIENCE



Mechanic



14/20 5 5 4

Endurance: ●●●●●●

« I've read something about that. »

Repair: The mechanic can give back 1 Structure point to a damaged vehicle or machine.

Intrusion: The mechanic can activate or deactivate a system in contact with a successful test with an action value of 5.

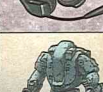
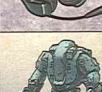
Weapon

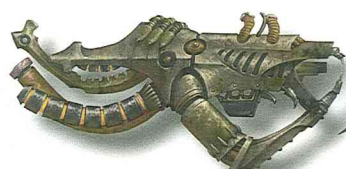
LASER RIFLE	5	1/0	-	5/1	☐
GRENADES	0	1/0	3	4/1	☐
AMMO	●●●●●				
COMBAT KNIFE	4	1/0	-	3/1	☐

OPTIONAL EQUIPMENT

EXPERIENCE

TOKENS



FLAMER THERIAN



SONIC GUN

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